



**VIBRANT LEAGUE SEASON 2
OFFICIAL RULEBOOK**

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Introduction

I. “VIBRANT League by GOM League” is an online tournament league of the videogame “Tom Clancy’s Rainbow Six: Siege” held over

www.opleague.pro. Its goals are to promote the European Rainbow Six E-Sports scene and bring various organizations and teams together, enabling them to compete in an enjoyable E-Sports event.

II. VIBRANT League is not affiliated with or sponsored by UBISOFT Entertainment SA.

III. This Rulebook establishes the rules and regulations of VIBRANT League are required to adhere to. Failing to comply with the rules and guidelines put forth in this rulebook may result in punishment.

1. General Rules

1.1 Acceptance and acknowledgement of the rules

1.1.1 Teams, Staff and Players

Each Player and Staff Member must read, acknowledge and accept the rules and agree to abide by them at all times in order to remain eligible to participate in VIBRANT League. The rules may be accepted either through the registration process of the VIBRANT League or deemed accepted when a player of their Team enters and participates in any match of VIBRANT League. Players and Teams must not participate if they do not agree to be bound to these rules or do not meet the eligibility requirements set forth in the Rules.

1.1.2 Tournament Organizers

Any and each Tournament Organizer working within VIBRANT League is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

1.1.2.1 Admins

VIBRANT League Administrative Staff refers to the VIBRANT League Organizer's staff in charge of enforcing the Rules applicable to VIBRANT League. VIBRANT's Admins also serve as a point of contact for Teams regarding any question related to the League, and to report any breach of the Rules.

1.1.2.1 Production Management

VIBRANT League's Production Management refers to the VIBRANT League Organizer's staff to operate the broadcasts

of the League. The Production Management also serves as a point of contact for Teams regarding any questions to the broadcasts by VIBRANT League.

Casters, including Community Casters, Observers and Producers are enabled to broadcast the VIBRANT League matches of the Major and Minor Divisions on the official VIBRANT League Channels and Third Division matches on their own Channels.

1.2 Modification of the Rules

The Tournament Organizer reserves the right to modify or change the rulebook if any part of it is determined to be invalid. The remainder of the rulebook shall not be invalidated.

Teams will be notified on the official VIBRANT League Discord Server of any rule-changes.

2. VIBRANT League definition

2.1 Duration

VIBRANT League's regular Season begins with the first Qualifier in March 2024 and ends with the last matchday of each league in June 2024. After that, the Relegations are taking place, in which the 5th Major Team plays against the 4th Minor Team and the 6th Major Team against the 3th Minor Team in a Bo3. The Top 4 Major and Top 2 Minor and Third Division Teams get promoted into the Playoffs. All Playoff Games, except the Grand Final, are Bo3. The Final is a Bo5. The dates of the Relegations and Playoffs are to be determined.

2.2 Divisions

VIBRANT League is divided into three Divisions: Major, Minor and Third Division.

2.2.1 Matches

Each Match of the Major Division is being played and broadcasted on the official VIBRANT League channels on each Wednesday. Each Match of the Minor Division is being played and broadcasted on the official VIBRANT League channels each Sunday.

Third Division Matches are not being broadcasted by official streams and are therefore eligible to choose their matchday within a week. If the teams are not able to find a matchday both teams agree on, the standard matchday Friday of the league will be automatically chosen.

2.3 Communication between organizer and teams

The Communication between organizer, staff and teams is held on the official VIBRANT League Discord Server in the provided team- or matchchannels.

2.4 Prizepool

The Prizepool contains over 500 Euro Cash Prize and over 4.000 Euro worth of Hardware sponsored by bequiet! & uRAGE.

2.4.1 Prizepool payout

Monetary prizes will be paid out via Bank Account as long as no sanctions or other restrictions are in effect in the respective country. These countries are named in 4.1 Regional Restrictions. The Delivery of Hardware Prizes may take up to 90 business days.

3. Entry Fees / Payments

3.1 Qualifier

An Entry Fee of 50 Euro per Team is required to participate in the 4 pre-league qualifiers.

3.2 Major Division

There is no buy-in for the Major Division.

3.3 Payment

Payment is conducted via PayPal. Make sure your payment contains your OPL Team ID as well as your team name.

PayPal address: @vibrantleague

Entry fees are non-refundable.

4. Conditions for participation

4.1 Regional Restrictions

Players from the following countries are allowed to participate: Portugal, Spain, France, United Kingdom, Ireland, Iceland, Belgium, Luxembourg, Netherlands, Germany, Sweden, Denmark, Norway, Finland, Switzerland, Austria, Italy, Slovenia, Croatia, Bosnia, Czech Republic, Poland, Estonia, Latvia, Lithuania, Ukraine, Moldova, Romania, Bulgaria, Albania, Macedonia, Greece, Turkey, Cyprus, **Belarus***, **Russia***

**Players from these countries must understand that they won't be able to retrieve prizes due to international embargos.*

4.2 Age

All participants need to be at least 16 years old. The organizer reserves the right to check the age of any Player if needed.

4.3 No competition suspension

A Player and / or Team Staff may not participate or be involved in VIBRANT League if such Player and / or Team Staff is subject of a competitive suspension issued by UBISOFT, BLAST or other Tournament Organizer of VIBRANT League / GOM League.

4.4 Naming

Each Player and Team Name can only be assigned once and needs to be clearly identifiable. The use of insulting, discriminatory, racist, sexist or similar insinuations are prohibited. If more than one Team is provided by an organization, each team must have a unique name (for example "Academy"). VIBRANT League Staff has the right to punish the whole Team for any kind of violation of this rule.

4.5 Loss of Permission to Play

The administrative staff of VIBRANT League has the right to withdraw the playing authorization of specific Players. This can happen due to offenses within the VIBRANT League, bans on the publisher or blocks from third-party providers (e.g. OPL).

4.5.1 Multi-Accounting

If a Player is found to be using multiple user accounts on the OPL Website, they will be banned until they have only one

account. The Team/s of that Player can be disqualified from the current League.

5. Modifications and Illegal Programs

5.1 Cheating

If a Player is suspected of cheating, the Administrators of VIBRANT League need to be informed with ample evidence. The usage of any cheating software and / or macros is strictly forbidden. The use of any type of cheating software will result in an immediate and permanent ban from VIBRANT League and the player's Team may be disqualified from the current Season. All games in which the player participated in will be reviewed and the end results might be changed. The VIBRANT League staff has the right to temporarily revoke the playing rights of players who are suspected of cheating until final clarification.

5.2 Not Allowed Software

Any Software that allows and / or enables remote access to a PC and / or changes, marks or hides an IP address are not allowed to be used in any kind of match of VIBRANT League. The usage of blacklisted Programs, such as Remote Control Tools (for example TeamViewer), virtual machines and VPNs will result in a penalty. A background process is also present with a runtime of 00:00:00. If a Player uses a blacklisted Program, the match might be considered a loss, depending on the software used.

5.3 Bugs and Glitches

Exploits of in-game bugs and glitches are not allowed and will be punished with a round loss, map loss or a rematch. It is up to the VIBRANT League Administrator to decide whether a bug or glitch was present and whether it had an influence on the course of the game.

5.4 Use of Anti-Cheat Software

The use of the Anti-Cheat Software "MOSS" is mandatory for

every team each match. Please make sure MOSS is working correctly in advance of your game to prevent any delays.

MOSS can be downloaded from <https://nohope.eu/>.

6. Team Composition and Roster Registration

6.1 Minimum Team composition

An association of at least five (5) participants is required to take part in the tournament and is henceforth referred to as “Team”.

The maximum number of players per roster is 8.

6.2 Substitutes

Teams can add a maximum of 2 substitute players to their line-ups per playday, provided they have paid all entry fees.

6.2.1 “Emergency Substitutes”

As mentioned above, 2 Substitutes can be added each playday. However, mid-game Substitutes are not permitted.

6.3 Roster Registration

Before each Major, Minor and Play-Offs match every Team needs to register the roster of that playday in the provided match channels on Discord at least 2 hours before the match starts.

7. In-Game Rules

7.1 Match Format

All matches are presented in CEST/CET.

The regular Season uses the Single Round Robin format, which means each Team plays against each other one time. All regular Season matches are Best-Of-1.

Relegations will hold Single elimination Best-Of-3 matches.

The Playoffs will continue to do so, except for the Grand Finale. The Grand Finale will be a Best-Of-5.

7.2 Match Settings

	BO1	BO3	BO5
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Game Mode	BOMB	BOMB	BOMB
Plant Duration	7	7	7
Fuse Time	7	7	7
Preparation Phase	45	45	45
Action Phase	180	180	180
HUD Settings	Pro League	Pro League	Pro League
Number of Bans	4	4	4
Ban Timer	20	20	20
Number of Rounds	12	12	12
Attack/Defense Swap	6	6	6
Overtime Rounds	3	3	3
Overtime Score Difference	2	2	2
Overtime Role Change	1	1	1
Overtime Objective Rotation	Rounds played	Rounds played	Rounds played
Pick Phase Timer	15	15	15
Damage Handicap	100	100	100
Friendly Fire Damage	100	100	100
Friendly Fire in Prep Phase	Off	Off	Off
Injured	20	20	20
Sprint	On	On	On
Lean	On	On	On
Death Replay	Off	Off	Off
Death Duration	2	2	2

If the Lobby isn't being hosted by an VIBRANT League Observer, the Blue (left) Team has to host.

7.2.2 Overtime Sidepick

If any map should go to Overtime, the team that didn't get "Side Selection" on said map, will get "Overtime Side Selection".

7.2.3 Incorrect Lobby Settings

With the start of the third preparation phase, the incorrect lobby settings are considered as accepted by both Teams. If the Host of the lobby has set wrong settings, the opposing Team or the Host's Teammates need to name the wrong setting in the in-game chat and the game has to be rehosted. All rounds played with wrong settings have to be replayed.

7.3 Maps and Operators

The Map-pool of the VIBRANT League consists of 9

Maps:

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

7.3.1 Map Veto

The Mapban opens one hour before and needs to be done at least 5 Minutes before stated match time.

Best Of 1:

A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - Map played

Best Of 3:

A Ban - B Ban - A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - Decider

Best Of 5:

A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - A Pick - B Pick - Decider

7.3.2 Map Ban Time

The Map-Ban must be done and ready 15 minutes before the start of the regular match time. If a team does not do so, this can be protested by the opponent.

7.3.3 Banned Operators

No Operator is banned by default, as there is no quarantine for new Operators anymore. Although the VIBRANT League Admins have the right to ban Operators mid-season if they are considered as “broken”.

7.3.4 Allowed Cosmetic Modifications

Players can only use the battle dress uniforms and headgears listed below. All other in-game cosmetics are banned from use in VIBRANT League:

- Operator’s default skins
- Pro League skins (gold sets)
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Six Invitational branded cosmetics
- Esports Programs cosmetics

Weapon Skins, charms and operator background cards are not subject to any restriction.

Drone and Gadget skins are all forbidden. Players can only use the default Drone and Gadget skin.

7.4 Tactical Timeouts

Each Team has one Tactical Timeout per Map and needs to request it via the Tactical Timeout function in-game.

7.5 Technical Issues and Rehosts

Each Team has unlimited Technical Timeouts, however, if the VIBRANT staff suspects a Team of abusing this feature, the Team will get restricted.

A Technical Timeout has a maximum duration of 10 Minutes, after that the game will continue or be rehosted.

Rehosts can be requested in the in-game chat when following scenarios apply:

- wrong lobby settings (only valid before the 3rd prep. phase)
- consistent high ping (>120ms) of one or more Players

- a Player disconnects and can not rejoin (if this happens in prep. or the first 30 seconds of the action phase with no damage taken, the game will be rehosted immediately. Otherwise, the round needs to be played to the end and the game will be rehosted afterwards.)
- Server issues (rubber banding, inability to place utility or reinforcements etc.)
 - Cosmetics

The maximum amount of Rehosts a Team can request is 3 per map

7.6 Good sportsmanship Rules

Additionally, to all rules and mechanics established in Rainbow Six: Siege, competitive play in VIBRANT League is subject to the following good sportsmanship rules:

- Teams and Players are expected to perform and play their best at all times during any match, and to avoid any behavior inconsistent with principles of honesty and fair play.
- Intentional team killing is strictly forbidden.
- Spawn Killing (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden.

7.6.1 Ingame chat

The in-game chat should only be used to request technical timeouts (“tech”; “p”; “pause”) or rehosts (“rh”; “rehost”) and for nothing else. Any kind of toxicity towards the opponents, teammates or league staff won’t be tolerated and will be punished.

If the match is getting streamed the observer will mute the Player violating this rule. With that, the Team risks not getting a Technical Timeout or Rehost when requested, as the Observer won’t see the messages of the Player.

7.6.2 Twitch chat

Spoiling the match result or being toxic in the twitch chat won’t be tolerated and can end in a chat ban.

7.7 Spawnkills

Spawnkills within the first 2 seconds of the action phase are not allowed.

7.8 Postponement of the Match

Major and Minor Matches can't be postponed to another day, as these matches are getting streamed. However, switching time slots with other Teams is allowed but has to be communicated with the other Teams by the requesting Team.

If the playdays of VIBRANT League collide with official games organized by BLAST / Ubisoft, the affected Match will be postponed to the end of the season.

7.9 Minimum number of players

Every Team has to play with at least 4 Players in the Lobby.

7.10 Leaving the Lobby

Every Player has to stay in the Lobby until the end of the match.

7.11 Anti-Cheat Files

7.11.1 Upload Mandatory

Teams are required to make their MOSS-Files available to the VIBRANT Staff by uploading them to OPL within 30 Minutes after the end of the match.

7.11.2 Non-Submission

Teams are required to make their MOSS-Files available to the VIBRANT Staff by uploading them to OPL within 30 Minutes after the end of the match. Failing to comply with this rule will have consequences and will be handled on a case-by-case basis by the head staff.

7.11.3 Invalid Files

Defect or incomplete MOSS files, along with wrong MOSS-Settings will be treated as a failure. If the files are missing 2 or more in-game rounds the file is classed as being incomplete. This applies to files with more than 50% of black or not visible screenshots as well.

7.12 Match Protest

Any in-game issue that requires admin intervention needs to be brought in a Discord ticket immediately

Any ticket opened on Discord related to rule breaching should be accompanied by tournament related evidence or will be disregarded by the admin team

Matches will not be delayed for any reason except for force majeure cases (i.e. worldwide server issues) and at the discretion of the admin team

7.13 High Ping

If a Player has a consistent high ping (>120ms) the Lobby has to be remade and the Player has to fix the issue. If the Player is not able to do so, the affected Team has to continue to play without him. When only 3 Players are able to play with a normal ping, the map is considered a loss for the affected Team.

8. Livestreaming

8.1 Live Matches

All Major and Minor Matches are being broadcasted on [twitch.tv/VIBRANTLeague](https://www.twitch.tv/VIBRANTLeague) by the VIBRANT League Production Team. Third Division Matches can be broadcasted volunteering by the VIBRANT League Production Team. If that is the case, the Teams will be notified on Discord.

8.2 Responsibility of the Players

Players and Teams are responsible to be on time, ban maps and join the lobby as quickly as possible.

8.3 Chat Usage during Live Matches

Especially during Live Matches the in-game chat has to be used as professionally as possible.

8.4 Restreams

VIBRANT League provides Community Casts in different Languages.

8.4.1 Player POV Streams

POV Streams of Players in Major and Minor are not needed due

to the official broadcast, so we ask Players to refrain from that. Third Division Matches can be freely streamed with a 180 seconds Delay from a Player's perspective.

VIBRANT League Rulebook Season 2