

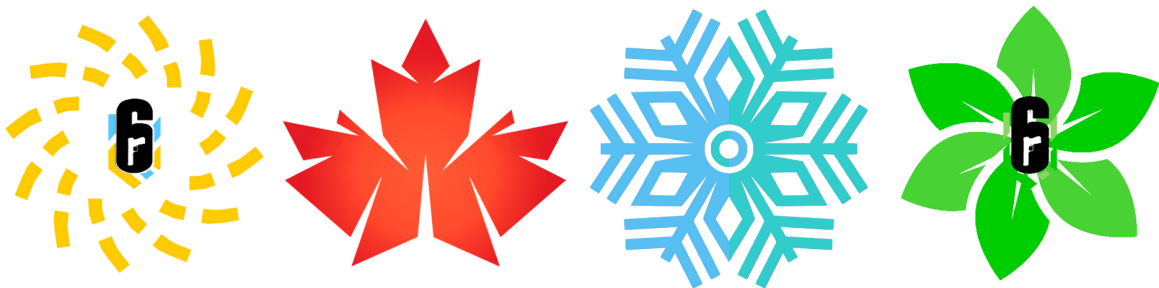
# Euro League&Cup

## OFFICIAL RULEBOOK R6S

[French version here](#)



**THIS IS THE ONLY OFFICIAL DOCUMENT  
VALID ON ALL OUR LEAGUES**



**LAST UPDATED - 07/10/2023**

This rulebook covers the main rules and regulations that must be followed in the ELC Summer/Fall/Winter/Spring and ELC Championship leagues and which are not covered in the Rainbow Six Circuit Global Rulebook and Code of Conduct. Teams must ensure to have a full understanding of the Rainbow Six Circuit Global Rulebook and Code of Conduct as they will apply for any situation not detailed in this document.

Global Rulebook: [https://www.r6esportsbr.com/rules/r6\\_global\\_rulebook2022.pdf](https://www.r6esportsbr.com/rules/r6_global_rulebook2022.pdf)

Ubisoft Code of Conduct: <https://rainbow6.com/esports/codeofconduct>

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# 1. Code of Conduct

## 1.1. Behaviour

Breaches of the code of conduct before and during the match must be reported immediately to the ELC staff. Any post game reports may not be taken into account as they may constitute acceptance of the team to overlook the problem.

### 1.2. General Behaviour

- All teams and players agree to conduct themselves in an appropriate and respectful manner towards other teams and players, spectators, the broadcast team and ELC staff.
- Any form of harassment must be reported immediately to the ELC Staff. Harassment includes, but is not limited to, offensive statements or actions related to sex, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.
- Harassment is also considered sexual imagery in public spaces, deliberate intimidation, stalking, stalking, stalking by following, photographing or recording, sustained interruption of discussions or other events.
- Similar restrictions apply not only to teams and players, but to every person involved or present at an ELC stadium. Anyone who violates this code of conduct may be punished, including but not limited to expulsion.

### 1.3. Spam

- Sending messages to the point of annoyance, whether in-game or out-of-game, is considered spam.
- Spamming will result in a warning, and continued spamming after a warning has been given could result in a Ban.

### 1.4. Names and Logos

- Specific teams or players may be asked to change their name or logo if this is deemed offensive or inappropriate by ELC Staff as highlighted in section 7.4.
- If a team or player does not comply with the request for a name or logo change, they may be disqualified.
- Names / Avatars must not contain any offensive or racist content. If you encounter a player who violates this rule, please submit relevant evidence (screenshot/recording) to the ELC Staff so that action can be taken against the player in question.

### 1.5. Confidentiality

- The content of protests, support tickets, emails, discussions or other correspondence with ELC Staff is considered strictly confidential. Publication of such content is prohibited without the written consent of the administrative team.

## **2. Region**

### **2.1. Server Location**

All Teams and Players are responsible for their own network and internet connections and technical equipment to play the Matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC or internet network is against the Rules. Abusing any such methods may result in disqualification or bans.

The default Server Location is EUW.

### **2.2. Player Location**

All Players must be based in one (1) of the following countries: 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, Kazakhstan, 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, Ukraine, United Kingdom and Vatican City.

## **3. Prize Distribution**

### ELC Championship

1ère place : EUR 100 -  
2ème place : EUR 55 -

### Other ELC divisions

#### Major Division

1ère place : EUR 30 -  
2ème place : EUR 15 -

#### Minor Division

1ère place : Promotion to Major Division  
2ème place : Promotion to Major Division

## **4. Tournament Format**

### **4.1. Current Format**

The Tournament Format will be best-of-one (BO1) Round Robin. Each Team plays another Team once during a Stage. A win without overtime awards three (3) Points, a loss without overtime zero (0) Points. A win of a Match with Overtime awards two (2) Points, while an Overtime loss awards one (1) Point.

### **4.2. Tiebreakers**

4.2.1. The following Tiebreaker rules shall apply to resolve ties in the event that multiple Teams have the same number of Points:

- Round Difference
- Head-to-Head
- Match Win Percentage
- Round Win Percentage
- Tiebreaker Match

4.2.2. Application of the Tiebreaker Rules: These Tiebreaker Rules act sequentially. If there is a set of tied Teams, and a rule is able to break at least part of the tie, this rule is applied and we move-on to the next rule to break the remaining tied Teams (i.e. if there are three (3) Teams tied and the first rule is able to break the set of three (3) tied Teams into one singleton and a pair of two (2) Teams who remain tied then the tie is broken for the singleton Team and the other two (2) Teams proceed to the next tiebreaker rule in order to break their tie if needed, and so on).

4.2.3. If two (2) or more Teams have the same number of points in the Point System, the first Tiebreaker is Round Difference. To calculate the Round Difference, all the rounds lost are taken off the rounds won. The team with the highest remaining number of rounds wins the tiebreaker. The second tiebreaker is head-to-head records. To calculate the head-to-head tiebreaker, the Teams who are tied are listed, then the total number of wins, ties, and losses that each Team has against the other Teams involved in the tie is calculated. The Team who has the best win-rate amongst the set of tied Teams qualifies.

### 4.3. Map Pool

- I. Bank
- II. Chalet
- III. Clubhouse
- IV. Kafe Dostoyevsky
- V. Oregon
- VI. Consulate
- VII. Border
- VIII. Skyscraper
- IX. Nighthaven Labs

### 4.4. Map Selection

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team “A” and team “B”, for each match format:

	Mapban Sequence
Best of 1	The choice of the Team which bans first is random.

	A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 2	The team whose name appears on the left side of the channel/ on the Google Sheets is labelled team A. Roles are inverted for the second map.  B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick
Best of 3	The team whose name appears on the left side of the channel/ on the Google Sheets is labelled team A. “Side selection” goes to the other team for the second map. Coin toss to determine who gets “side selection” for the decider map.  A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
Best of 5	If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either “side selection” once a map is selected or “who bans a map first”. “Side selection” goes to the other team for the second map. New coin toss to determine who gets “side selection” for the decider map.  A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider  If the format of the competition this is used for features a Double Elimination bracket, the team coming from the Upper Bracket (UB Team) chooses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn’t choose that map, a coin toss will determine who gets “side selection” for the decider map.  <ol style="list-style-type: none"> <li>1. UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider</li> <li>2. LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider</li> <li>3. UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider</li> </ol>

In each of those ban sequences, should any map go to Overtime, the team that didn’t get “Side Selection” on said map, will get “Overtime Side Selection”.

#### 4.5. Match Settings

The following match settings are applied consistently across all competitions of the Rainbow Six Circuit:

- By default, the host of the game should be the observer or a commentator. Tournament Organisers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server with the following settings for the corresponding match format:

**Server Settings**

Playlist Type	Normal
Server Type	Dedicated
Server Location	EUW
Voice Chat	Team
Time of Day	Day
HUD Settings	Pro League
Game Mode	Bomb
<b>Online Match Settings</b>	
Number of Bans	4
Ban Time	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
Pick Phase Timer	15
Damage Handicap	100
Friendly Fire Damage	100
<b>Friendly Fire during the preparation phase</b>	<b>NO</b>
Injured	20
Sprint	ON
Lean	ON
Duration of Death	2
Death Replay	NO
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuse Carrier Selection	Yes



Prep Phase Duration	45
Action Phase Duration	180
Match Replay	Yes

## 4.6. Scheduling

4.6.1. Scheduling games: For Leagues (or Season), teams must agree on a match time. All matches must start as indicated in the official communication or as soon as the previous match is over (for Tournaments and FastCup). Any change in the start time must be approved by the ELC staff.

4.6.2. Default fixture: If there is no agreement between the Teams, the match is played at :

- 20:30 CET / CEST on Thursday for the 1st Playday of the week
- 20:30 CET / CEST the following Monday for the 2nd Playday of the week

4.6.3. On game day: All participants must be ready 15 minutes before the scheduled time of each game. A delay of fifteen (15) minutes after the scheduled start time will be accepted. The match will start after fifteen (15) minutes of delay even if both teams are not complete otherwise the team which is short in members will be forced to declare forfeit and will receive a penalty of -1 point (in the classification for the Leagues) as highlighted in section 7.6.1.2.

## 4.7. Match Procedure

4.7.1. Hosting: The Left team on Liquipedia (or Google Sheet) must host the game. Match settings are displayed in section 4.5. The map veto sequence is displayed in section 4.4.

4.7.2. Late Player: If a player is delayed beyond fifteen (15) minutes, they will have to wait for the end of the map (in Best of 3 and Best of 5) before joining the game. In case of delay of a player (beyond 15mins), the player will have to wait for the end of the map (in BO3/5). In Best of 1 (BO1) game, the team in inferiority must finish the match in inferiority (unless the opposing Team accepts that the player joins the match).

If you notice at any time that you will be late for a game, please inform the ELC Staff as soon as possible ! Any delay caused by a late arrival may result in penalty points.

4.7.3. Eligible Players : A match can only be played with players registered on the Google Sheets. Otherwise, the team will be subject to sanctions.

4.7.4. In game chat: In-game chat may only be used for match related topics as highlighted in section 9.1.2. Violation of this rule will result in sanctions.

4.7.5. Ping: Players are responsible for their own connection and the maximum ping allowed is **110 ms constant**. To be classified as a constant high ping, players' ping must remain above **110 ms** and the necessary photo/video evidence must be provided. When opening a protest due to high ping, this must be done whilst the game is still in progress (using the pause option). 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!).

If a player's ping exceeds the limits, a rehost (RH) will be attempted. If the player still has a high ping, the NEU server location can be tried. And if the ping is still high, the team will have to replace the player in question (except BO1), or play in inferiority or forfeit the match (if a player does not join 10 min after a crash).

4.7.6. Unexpected Interruption: If a match is accidentally interrupted for any reason (e.g. player crashes, server crashes, network outages), the ELC staff MAY decide to restart the match with the score of the game before the problem occurred in order to ensure the competitive integrity of the match.

4.7.7. Pausing the game: The rehosts are replaced by the pause function, except in these two cases (Crash or Bug) :

- During the preparation phase,
- If no player has been killed in the first 30 seconds of the Action Phase.

Beyond that, the round will have to go to an end then the match is paused (if the pause lasts more than 10 min, then a rehost will be necessary). If a team leaves the game because of a support ticket, it will not count as a rehost. The ELC Staff may decide that several rehosts are appropriate depending on the circumstances, for example Ubisoft servers have problems.

4.7.8. During the match:

- If a match is interrupted, it must be continued where it left off.
- If a round has to be replayed due to a new hosting, players must choose the same operators, the same bomb sites and the same equipment.
- If a team does not resume play 10 minutes after a new host, the ELC Staff must be informed. Additional time can be granted by the Staff depending on the circumstances.
- Teams have the right to 2 substitutions per game (between the Maps).
- A pause of 5 minutes is allowed between each map..
- Spectators are allowed only if both teams agree..
- If an ELC Referee or ELC Streamer wants to spectate the game, the teams will not be able to deny them hosting the game.

4.7.9. After the Match : After the game, whether it has been casted, observed or not, the teams must do the following:

- One of the Two Team managers/ captains must take a screenshot of each map in the match room to avoid any dispute when posting the scores.
- If after 24 hours no complaint has been made, the result will be final.
- The Staff reserves the right to intervene on the score in case of non-compliance with the rules.
- In the event of a dispute, the score of the match may be changed, reversed or maps may be replayed.
- Please bring evidence (images, screenshots, video...) to facilitate the risk of false claims. Claims will be made in the "tickets-and-protests" section on the Discord.

- Each complaint will be studied by the staff as soon as possible, the sanctions will be applied after the vote of the staff taking into account the seriousness of the facts but also the history of the team or the player concerned.
- The host is responsible for the conduct of the game and the observance of the in-game rules, in case of misconduct he will be subject to a probable sanction (warning, banning from the host or banishment).
- The player who does not respect the in-game rules may be warned, banned or other sanctions depending on the seriousness of the error.
- A score entered in a match that has not been played is considered a false score and will be punished according to our rules and could result in the disqualification of the team.

4.7.10. Match Related Files : All files related to the match, such as screenshots of the results, MOSS files must be kept at least 2 days after the end of the competition. Falsifying or manipulating such files is prohibited and may result in disqualification or other sanctions.

#### **4.8. Rehosts and Tactical Pauses**

Before Teams will be allowed a Re-host, a Technical Pause will be issued to allow any affected Players to rejoin the Match Lobby. If the affected Players cannot rejoin, then a re-host may take place under the following conditions:

- A. Any issue before the Preparation Phase begins (e.g. game, software or hardware related)
- B. If a Player cannot move: Re-host in the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- C. A game mechanic is not working as intended (e.g. shooting, reloading, moving, gadgets, equipment): Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- D. Observer issue: Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage

Each Team may receive up to one (1) Re-host per Map.

### **5.Team Requirements and Management**

#### **5.1.Age requirement / Player restrictions**

5.1.1 Age requirement : All participants must be over 16 years of age (for competitions without cash prize), over 18 years of age (for competitions with cash prize) with mature behaviour, otherwise they will be sanctioned.

5.1.2 Player restrictions : Players who have been permanently banned (by the ELC but also by Ubisoft) are not allowed to play in this competition.

- A player must not be registered on another team to avoid mercenarism. The player is not allowed to play with multiple teams.
- The use of pick ups is allowed as long as the player is registered in the team at least 30 minutes before the scheduled start of the game. T1 & T2 players (EUL, CL

,and national leagues) are prohibited in Major, Advanced, Minor divisions. T1 (EUL) players are prohibited in the Championship division.

- A player must be registered on the team in order to participate in the competition and use the account he provided.

## 5.2. Player Accounts

- Each player must provide his game account to the tournament administration at the beginning of each season. Each player must use the game account he provided.
- The player must be minimum **level 100** and must have played **50 Ranked Matches** during the past two seasons (Dread Factor and Heavy Mettle at the time of writing or = 25 per Seasons).

For players below Level 100 or with less than 50 ranked matches in the past two seasons, the accounts will be verified and a decision will be made on a case-by-case basis, in order to maintain fairness and fair play in ELC competitions.

## 5.3. Registration Information

Upon request, teams must send us all necessary information, including, but not limited to, logo, media accounts and any other information requested.

The following information must be provided when registering :

- Name and contact of the team concerned
- Team logo, in vector format (via the Google Forms, Discord server or by DMs)
- List of players who will participate in the competition

All team members must be on the Discord, including:

- Team leader and coach
- Team players and substitutes

## 5.4. Team Roster

Teams must consist of a minimum of 5 players and a maximum of 7 players for the ELC Championship and Major Division, and 10 players for the minor division. All players must be registered with the team.

If a team plays with an unregistered player, it may be forced to forfeit the match the player in question has played, or the team may be sanctioned with a disqualification.

## 5.5. Roster Change Requests

All changes to the team roster must be requested at least 30 minutes prior to the start of the game from an ELC staff member and on the following link : <https://forms.gle/oPUD8bb8p3Xksukh7>

This includes, but is not limited to :

- Add or remove players (Provide Nickname + Uplay)
- Switching/Joining/Leaving an organisation
- Change the team name
- Changing the team logo

## **5.6. Transfer Window**

A player having played at least one (1) game in the current competition will only be allowed to play with another team during and after the transfer window. The transfer window takes place between the end of the group stage games and the start of the playoffs. The duration of the transfer window is seven (7) days. Teams are allowed to change a maximum of two (2) players in their roster for players that have participated in the league with another team in the group stages of said competition. Once a player has been recruited, they will NOT be able to play with their old team or any other team other than the one they have joined during the transfer window, for the rest of the ongoing competition.

During the playoffs, players from teams that are forfeit / eliminated from the competition are not subject to any restrictions highlighted in section 5.4. ELC reserves the right to reject a roster change if it goes against the fairness and competitiveness of the league.

## **5.7. Division Allocation**

To ensure equality of opportunities and playing conditions in Divisions throughout the Season, we have decided to put a maximum MMR cap per division. If your player is above this limit, he will not be accepted for this Season. The MMR is averaged over six (6) seasons and cannot exceed 4400 MMR in the Minor A and Minor B divisions.

# **6. Match Officials and Processes**

## **6.1. Official Communication Channels**

Every announcement and important piece of information (e.g. rule changes, transfer updates, scheduling, penalties) will be communicated to Teams via the division channels on discord, first and foremost.

## **6.2. Finality of Decision Making**

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants. These are the only rules deemed valid for ELC competitions. By taking part in the competitions, the participant declares they understand and accept all the rules.

## **6.3. Rule Changes**

The Euro League & Cup (ELC) reserves the right at all times to modify, delete or otherwise change any content described in this rulebook. ELC also reserves the right to pass judgement on cases not specifically covered or detailed in these rules, or to pass judgement against these rules in extreme cases, to preserve fair play and good sportsmanship of the competition.

## **6.4. Responsibilities**

6.4.1. Match Officials are responsible for judgments and calls on Match related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to: i. reviewing the Team's Team Sheets and list of Starting Players and Substitute Players; ii. complying with its obligations under the Regulations in relation to lodging the Team Sheet with the Organizer after a Match; iii. starting and closing the Match; iv. monitoring the behaviour of Players and Team Officials; and v. issuing appropriate in-Match solutions, sanctions and penalties.

6.4.2. Match Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Competition and the Organiser. For the avoidance of doubt, Match Officials shall show no prejudice towards any Participant, or any other stakeholder associated with the Organiser, the Teams or the Competition.

## **7. Rules and Violations**

### **7.1. Unintended Mechanics**

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred to terms include, but limited to, exploit, glitch, bug, gimmick and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team. The Tournament Organiser will determine if the use of unintended mechanics influences the outcome of a Match and award or penalise activities accordingly.

7.1.1. Currently Known Unintended Mechanics: The following lists include both currently permitted and banned unintended mechanics. As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organiser, on a case by case basis, will determine the final ruling and impact of items not specified below.

It is in a Teams' best interest to surface any unintended mechanics not listed here and await Tournament Organiser approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

7.1.2. Permitted Mechanics: These are known unintended mechanics that have been approved for use and, unless a new variation or change impacts these, Teams may implement them.

- I. Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- II. Shield boosting, including on to a detected window ledge
- III. Utilising a Teammate to boost iv. Standing on a window ledge and being detected v. Using equipment or diffusing through a destructible surface
- IV. Long-arming
- V. Destroying the whole floor of a bomb site so the opposing Team can not plant the defuser
- VI. Smoke through wall
- VII. Hibana and Thermite charges are permitted to be placed anywhere
- VIII. Boosting on toilets on Consulate

7.1.3. Banned Mechanics: These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and or further infractions. This list may be updated by the Tournament Organiser at any time and will inform Teams via Discord or Email of any such change(s).

- I. Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal
- II. Shield boosting on to undetected window ledge
- III. Using a Mira shield to boost
- IV. Standing on a window ledge undetected
- V. Blocking window vaulting with a destructible shield
- VI. Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces
- VII. Placing a Maestro's Evil Eye on Alibi's decoy
- VIII. One-way shots
- IX. Placing any equipment or gadget in a place where it cannot be destroyed
- X. Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing
- XI. Parkour/Ledge exploit
- XII. Vigil boosting that renders Vigil undetectable

## 7.2. Banned Operators

No operators are banned unless specified by Ubisoft for a temporary period.

## 7.3. Cosmetics

During Rainbow Six Circuit competitions' official Matches, Players can only use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgears are banned from use in competitive play:

- I. Operator's default skins
- II. Pro League skins (gold sets)
- III. Pro Teams branded cosmetics
- IV. Esports Programs' cosmetics

Six Invitational Battlepass cosmetics are not permitted.

Skin Gadget and drone are not allowed.

Weapon skins and charms are not subject to any restrictions.

If a player on a team uses a cosmetic currently listed as prohibited, they shall be subject to the following sanctions/

- 1 Use : Warning + The player must be TK or he leaves the game to remove the Skin.
- 2 or + Uses: Rounds given to the opposing team in the event of a protest. The details on how to make a protest are highlighted in section 7.7.

## 7.4. In-Game Name/Avatars

In-Game Names/Avatars should not contain any offensive or racist content. If you come across a Player breaking this Rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the Player in question.

## **7.5. Other Violations**

A Player may receive a penalty in accordance with the Penalty Index of the Global Rulebook if the Player and/or Team commits any of the following offences:

- I. Refusing to follow instructions from the Organiser
- II. Showing dissent by word or action towards other Players
- III. Using insulting language and/or gestures towards other Players, Casters and ELC Staff members
- IV. Showing unsporting behaviour in a Match v. Griefing and/or trolling
- V. Ghosting
- VI. Spamming
- VII. Misleading or duping any ELC Match Official
- VIII. Placing Valkyrie cameras in a spot where they cannot be destroyed

## **7.6. Game Penalties**

7.6.1.Round or Game Penalty : If the rule violation(s) mentioned in points 7.1 to 7.4 takes place before, during, or after the fixture , the following sanctions will be awarded:

7.6.1.1. DURING - The current round will be given to the opponent and the match will resume after validation of the protest by the administrative team.

7.6.1.2. BEFORE / AFTER – Default win (3 Points) for the team which is not at fault, after validation of the protest by the ELC staff. The team receiving a default loss will be revoked one point (-1 point). This rule applies to the following violations:

- Unexpected delay exceeding fifteen (15) minutes (before the match or between maps)
- No-show from one of the teams
- Last player from one (1) team, taking over fifteen (15) minutes to join the lobby

7.6.2. General Forfeit: For the Leagues, a general forfeit can be applied if a Team stops a Season before the end, in order to make the competition as fair as possible.

7.6.3.Disqualification or Ban : A player may be banned from the competition for serious incidents such as the use of cheating, macros or other prohibited software as highlighted in section 8.3 and 8.4. The team leader will be informed by Discord message. Serious misconduct by a team or an accumulation of offside rule violations may result in a complete disqualification of the team. If the player is the manager and/or coach of a team, the latter may also be sanctioned, thus penalising all its members.

7.6.4. Team Ban (During a Season) : An entire team may be banned from competition for an entire season for an accumulation of violations of team management rules.



7.6.5. Combination of Penalties : The penalty methods listed are not mutually exclusive and may be combined as required by tournament administration. In this extremely rare case, the player or team will be contacted in advance by the ELC staff.

7.6.6. Additional Penalties : In special cases, the ELC Staff can define and find other methods of punishment. All penalties described in this rulebook are applicable for first offences. Repeated offences will be punished more severely than those listed in the appropriate section of these rules, in proportion to the penalty indicated therein.

## 7.7. Game Protests

- Problems that affect the outcome of the match should be discussed in the Discord protest system with ELC Staff. (**Channel : # 🗳️ protests-and-tickets**).
- Problems that affect the current match must be discussed in the Discord protest system with the ELC Staff and the match can be stopped (prohibited during the action phase).
- A complaint concerns problems that affect the match, a complaint can even be filed during a match for things like incorrect server settings, cheating, non-compliance with ingame rules and other settlement issues.

A protest is the official communication between the parties and the tournament administration. You will have to provide proofs (screenshots, videos, etc...). All complaints for Skins problems must be posted during the match (no complaints will be accepted after a match for skins): pause after the current round while the complaint is posted and validated or not by the Manager ELC).

## 8. Anti Cheat

### 8.1. BattleEye

All Players must use BattleEye at all times during official Matches.

### 8.2. MOSS

All Players must run MOSS at all times during all matches. Failure to do so will see the player not being allowed to participate in the match. The latest version of MOSS can be downloaded here: <https://nohope.eu/down/Moss.zip>.

Players are required to upload their MOSS files onto the **OPL match tab** folder within forty eight (48) hours of the Scheduled Match Start time and must save the file up to seven (7) days after a Match ends. In case of technical issues, the Team's Point of Contact must notify the Match Officials within this time.

If a Player does not provide the MOSS files within the allotted time period, even if it is due to technical issues with the software, a Player and/or Team may receive sanctions according to the Global Rulebook, specifically the "Breach of competition protocol":

- I. One (1) upload failure: Official warning
- II. Further upload failures: Global Rulebook "Breach of competition protocol" applies

### 8.2.1 MOSS Configuration: Software Configuration is as follows:

File > Settings > Rainbow Six > OK > Capture > Start. After the game, click Capture > Stop.

### 8.3. Third Party Software

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the Match's broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited.

### 8.4. Banned Software

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the player or team depending on the seriousness of the offence:

- I. TeamViewer
- II. Parsec
- III. RemotePC
- IV. LogMeIn
- V. Remote Desktop Manager
- VI. Chrome Remote Desktop
- VII. Windows VPN
- VIII. NordVPN
- IX. ProtonVPN
- X. OpenVPN
- XI. Tor Network

## 9. Other

### 9.1. Team Communications

9.1.1. Coaches and other Support Staff of a Team may not communicate with their Players during Tournament Matches, other than what is stipulated in Regulation 9.2.

9.1.2. In-game chat may only be used for match related topics such as "GG", "GL", "WP", "GR" or "NT".

### 9.2. Tactical Timeouts

9.2.1. Tactical Timeouts are short pauses in the flow of a Match that can be requested by a Team's Coach (or Players if no Coach is available). In order to request a Tactical Timeout, the Coach must notify the Caster/OBS or opponent via the game chat at the end of a Round, or during the first fifteen (15) seconds of the Operator Pick Phase. The Match will be paused and a forty-five (45) seconds timer will start during which the Coach will be allowed to communicate with its Players. A Tournament Official may request to listen to the communications between the Players and their Coach for the entire duration of the Tactical

Timeout. Once the forty-five (45) seconds have passed, the Coach will be notified to cut off all communication with the Players and the match will resume.

9.2.2. Each Team may request one (1) Tactical Timeout per map during any given BO1 or BO3 or BO5 Match. Timeouts which are not used do not carry over to the next Map and are lost.

9.2.3. When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players.

### **9.3. Post Match Interviews**

Teams must have all two (2) Starting Players available to be interviewed up until fifteen (15) minutes after the conclusion of their Match. If a Player is not available for whatever reason, the Team must give a valid reason to be approved by the Match Officials. Any abuse of this exception may be sanctioned in accordance with the Global Rulebook.

### **9.4. Collusion/Match-Fixing**

Any form of match fixing in order to manipulate the results in our competitions will result in disqualification and potentially a permanent ban from the ELC. To report an allegation of match-fixing, please open a protest ticket on the discord with evidence.

### **9.5. Casting and Livestreams**

- ELC Staff can contact the teams to have ELC Casters join your game to broadcast it. Teams cannot reject the ELC Staff's request and may be disqualified if they ignore this rule.
- Players can Stream their POV if the delay is 180 seconds (either 1 Round).
- A Spectator can stream the match if both teams agree. If a team does not want an external caster, the Spectator will not be allowed to be in the game. (Rules not valid if it is a Streamer/Caster ELC).
- **Players are prohibited to stream their POV during playoff games if they are casted.**

### **9.6. Finality over Decision Making**

ELC Staff and ELC Admins reserve the right to make all final decisions regarding any problems or issues during competitions.

## **Legal Mention**

These rules are the official rules of Euro League&Cup and are valid for all leagues, tournaments and events organised by Euro League&Cup.