BLITZ
GAMING SERIES

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BGS Tournament Rulebook

1. Terms and Conditions

1.1. BGS reserves the right to update, amend, and/or change the rulebook in any way they see fit.

1.1.1. If the rulebook is changed in any way, the league will notify all members of the change.

1.2. BGS admins have final say on any ruling of a match as well as any allowance of rule exclusions.

1.3. BGS admins reserve the right to make executive calls on anything that may or may not be stated in the BGS Rulebook.

1.4. Anything not outlined here will utilize the official Blast R6 Global Rulebook

1.5. By signing up for BGS all teams and players are accepting they will follow all guidelines listed in this rulebook

1.6. All members must act in a respectable manner towards all other teams, players, staff members, and community members

1.7. If it is found that a team, or community member violates the league's code of conduct policy in Blitz Series or any other league that team/player/member may risk punishment determined by the severity and situation of the violation. Including but not limited to match forfeit, round forfeit, or permanent expulsion from all BGS Events.

1.8. Any form of verbal or textual toxicity will not be tolerated, such as: match throwing, racism, sexism, and/or any other form of discrimination or harassment will result in removal from the event.

2. <u>Match Scheduling, Dates, and Rehosts.</u>

2.1. Matches will be played on Central Servers ASAP after a match gets released. All Players should be in the lobby no later than 15 minutes after bans are complete.

2.1.1. After 15 minutes if one team has all 5 players present the opposing team receives a forfeit which will count as a 7-0.

2.2. Round Dates:

BGS Kickoff Tournament will be played May 3rd-May 5th

Mandatory Captains Meeting May 3rd 5:30 EST.

May 3rd: 4 Bo1 Matches will be played 6 pm EST start

May 4th: Upper Bracket Plays 1 Bo3. 6 pm EST start

May 4th: Lower Bracket Plays 4 Bo1s. 6 pm EST start

May 5th: Lower Bracket Final and Grand Final. 5pm EST Start Time

2.3. Rehosts.

2.3.1. Each team may call for 1 rehost per map

2.3.2. Rehosts may be called up to 30 seconds into the action phase unless damage has been dealt between the two teams (Excluding Twitch drones and Zero Cameras)

2.3.3. Disconnects after the first 30 seconds into the action phase must be played out until round end. After the round a rehost may be called by the team

missing a player. Teams with a disconnected player are not required to call for a rehost and may continue playing through the rest of the match without the missing player(s)

2.3.4. In the event a player disconnects and the round is played out the team with a disconnected player may ask for a technical pause that will last until the player reconnects, during which coaches must remain muted. If the pause timer runs out play will continue.

2.3.5. In the event of a rehost, each team must have the same 5 players in the lobby within 10 minutes of receiving an invite

2.3.6. If a team is requesting a second rehost, a league administrator will determine if the rehost is to be allowed

3. Format

3.1. Tournament Format: (May 3rd-5th) The BGS Kickoff Tournament will feature a maximum of 32 teams competing in a double elimination bracket. All matches will be Bo1 except for the upper and lower bracket finals, and the grand final which will be Bo3. The BGS Kickoff tournament will feature a $25 dollar entry fee and have a $500 USD prize pool. The tournament will be run through OPL.

3.2. For full playlist settings see action 4.

3.3. stats:Any player can take a screenshot of the scoreboard to send to league management to have stats input. In the event of a rehost, please submit a screenshot of the scoreboard for stats.

4. Match Settings

4.1. Universal Settings

8.1.1. Server: CUS

8.1.2. Time of day: Day

8.1.3. Voice Chat: Team Only

4.2. Match Settings

-HUD Settings: Pro League

-Number of Bans: 4

 -Ban Timer: 15

 -Number of rounds: 12

-Attacker/Defender role swap: 6

-Overtime

-Overtime Rounds: 3

-Overtime Score Difference: 2

-Overtime role change: 1

-Objective rotation parameter: 2

 -Objective Type Rotation: Rounds Played

-Attacker unique spawn: On

-Pick Phase Timer: 15

-Damage handicap: 100

 -Friendly fire damage: 100

-Injured: 20 -Sprint: On

 -Lean: On

 -Death Duration: 2

-Death replay: Off

-Plant duration: 7

-Defuse Duration: 7

-Fuse Time: 45

-Diffuser Carrier Selection: On

-Prep Phase Duration: 45

-Action Phase Duration: 180

-Tactical Timeouts

-Requests Available per Team: 1

-Allow Requests From: Everyone

-Timeout Duration: 60 Seconds

4.4. Map Pool

-Bank

-Chalet

-Clubhouse

-Border

-Kafe Dostoyevsky

-Oregon

-Skyscraper

-Nighthaven Labs

-Consulate

5. <u>Rosters</u>

5.1. All players participating must be located in the North American region and maintain a constant ping of under 130ms

5.2. Rosters

5.2.1. Rosters must include 5 main roster players with up to 3 substitutes.

5.2.1.1. This does not include team support staff

5.2.2. Coaches/Analysts can play in emergencies to avoid a forfeit if it can be proven that no subs are available.

5.2.3. Coaches may only talk to their teams during a tactical timeout or in between each map.

5.2.4. In the event that a player leaves the match and is unable to join back due to any reason, teams may continue without the player that disconnected. A sub may be added at the conclusion of a map, or the player may rejoin if a rehost is called.

5.2.4.1. Teams must follow the 3/5th rule for their roster. .

5.2.5. Players may only be signed up for one team in BGS

5.2.6. Every player must be signed up on the OPL website and registered with their team at the start of the event to compete.

5.2.7. All players Uplay usernames must be recognizable to the name they are registered as and their Discord username.

5.2.8. All players must use the Uplay that they are registered under on OPL

5.2.9. All accounts played on in BGS must be at least level 100 in game

5.3. Transactions

5.3.1. Esubs will NOT be permitted during the tournament. Rosters will lock at the start of the event, so it is up to the teams to ensure they have enough subs.

6. <u>Broadcast Guidelines</u>

6.1. General Broadcast Information

6.1.1. Every stream will have at least a 180 second delay

6.1.2. Each game must be setup in accordance with Section 4

6.1.3. If a player is seen to be in the league's official broadcast at any point during the match, the match will immediately end, both teams will be required to submit MoSS files and the offending team will forfeit the match

6.1.3.1. In the case that a match is pre-recorded this rule does not apply.

6.2. Casters may not be discriminatory towards players for any reason

6.3. In the event that an observer disconnects from the game after the pick phase the round must be played out. Both teams must provide a screenshot of the scoreboard to confirm the round outcome to league staff. After the round ends the match must be paused so the observer can reconnect to the lobby. In the event the observer cannot reconnect to the match a rehost will be called and both teams will be notified via their teams designated Discord channel

PLAYERS MAY NOT REFUSE A BROADCAST

IF A PLAYER STREAMS THEIR POV AND IT IS FOUND THE DELAY IS LESS THAN THE MAIN STREAM THE MATCH MUST BE REPLAYED

(for streamed matches only)

7. <u>Match Integrity</u>

7.1. Cheating

7.1.1. Cheating is defined as a team or player attempting or accomplishing gaining an unfair advantage over another player or team

7.2. Anti-Cheat

7.2.1. MoSS Anti-Cheat software must be run in the "Tom Clancy's: Rainbow Six Siege" setting during all matches of the Kickoff Tournament.

7.2.2. Player's MoSS files are the player's responsibility. Everything found in a player's MoSS files are subject to review. Any sign of cheating or any links to accounts that have been cheated on will result in removal from the event.

7.2.3. If a player or caster is suspect of a player(s) cheating with sufficient evidence, staff will first review the player's MoSS files. If the player is found to be violating our rules on illegal applications the player will be removed from the event and the offending team will forfeit the match

7.2.4. All players on both teams must submit their MoSS files on their match page on OPL, or emailed to the official BGS moss gmail. files must be submitted each day after the conclusion of a teams final match. Late MoSS files will first result in a warning, followed by disciplinary action.

7.2.5. A team or player that refuses to submit their MoSS files to staff will have the match forfeited. Any file name changes in MoSS will be considered as MoSS file tampering.

7.2.6. Any and all cheating software and/or macros are strictly prohibited

7.2.7. Any player found to be hacking, DDOSing, stream sniping, or any other form of manipulation will be permanently banned from the league

7.3. Glitches

7.3.1. Game breaking glitch use is not permitted

7.3.2. This includes but is not limited to: wall clipping, wall glitches, invincibility glitches, invincibility glitches, and game crash glitches

7.3.3. Use of glitches or bugs will result in a round loss for the offending team, further use will result in match forfeits and disqualification from the event

- Not Allowed

  ○ Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should

  ○ Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)

  ○ Any behavior 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 they normally should.

○ Standing on a window ledge undetected

○ Blocking window vaulting with a destructible 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

● Allowed

○ Using equipment or defusing through a destructible surface

○ Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team)

○ Smoking through walls

○ Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

7.3.4. With provided evidence the offending player(s) will first be issued a 1 game suspension, after the first offense the player(s) will be removed from the event

3.4. Skins

7.4.1. All character uniform/headgear skins are banned from use in matches except for:

-Default skins

-Pro League skins (gold sets)

-Esports Teams' cosmetics (R6 share program skins)

-Esports Programs' cosmetics

7.4.2. All drone skins are forbidden in official matches

7.4.3. All gadget skins are forbidden except the following operators:

Tachanka, Glaz, IQ, Doc, Pulse, Castle, Ash, Thatcher, Sledge, Buck, Capitao, Caveira, Jackal, Mira, Zofia, Dokkaebi, Vigil, Finka, Lion, Maverick, Warden, Nokk, Amaru, Kali, Iana, Oryx, Osa, Sens, Grim, Solis

7.4.4. All operator cards, weapon skins, charms, and attachment skins are permitted

7.4.5. If the offending team is found to be using illegal skins, it will result in round forfeiture in the round the skin was protested only. A third offense will result in match forfeiture. If a player has a skin on an operator the offending player must be teamkilled and they must remove the skins immediately or no longer play that operator.

7.5. Spawn Peeks

7.5.1. No instant spawn peeks (Defined as a defender killing an attacker within the first 2 seconds of the action phase)

7.6. Other

7.6.1. Players must play on their own PC and cannot be shared with between team members

7.6.2. Any player that has an account in their possession that is currently under a BattleEye ban within the last 6 months is ineligible to play in BGS.

7.6.3. Exitlag is permitted in the BGS kickoff tournament.

8. <u>Protesting</u>

8.1. A protest may be opened before a match, during a match, or no later than 30 minutes after the matches conclusion

    8.1.1. If a protest is to be opened during a match the protesting team must call for a protest and contact BGS staff via

        8.1.1.1. OPL protest on the match page during qualifiers or Discord Ticket

        8.1.1.2. A Discord message in the support chat.

    8.1.2. Both teams must submit their MoSS files during a match protest

    8.1.3. In the case that the leagues Production/Admins do not catch any glitch use, or other cheat use, please submit any clips/screenshots of the offense through a match protest.

8.2. In the event of an illegal skin protest only the round that is protested will be protested.

8.3. MoSS checks in a game off-stream must have valid evidence provided, screenshots, clip, etc.

8.4. In the event of match fixing, both participating teams will be disqualified from the event. The player(s) found to be involved will be blacklisted from future BGS events.

8.5. Any and all communication between captains, members, and league staff involved in a protest is to be kept confidential

8.6. A player being reported to the league for violating any of the leagues rules on use of illegal software must be reported either through an OPL or Discord Ticket

9. <u>Prize Distribution</u>

9.1. The BGS Kickoff Tournament prize pool will consist of $500 USD distributed to the qualifying teams 2 days after the conclusion of the grand final.

9.1.1. First place receives $400 USD and second receives $100 USD.

9.2. Teams may nominate 1 person to receive the money, and it is up to that player to ensure money is evenly distributed.

<u>Final Note:</u> BGS is not responsible for any rule violations as a result of player negligence.

-BGS Admin Team