The Official TPL RuleBook

The Premier League, TPL follows and makes all judgment calls, rulings and/or disqualification determinations based on the Rainbow 6 Siege Pro League Circuit Rulebook. These rules are the standard rules and regulations for all TPL sanctioned events. Failure to follow them will result in penalties.

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Section 1

General and Rule Changes

1.1- Scope

1.1.1- The TPL rulebook is the only source for league rules. Rulebooks may be referenced but they are not the source for league rules and do not dictate final rulings. Rules may be modified to fit the current situation. If an issue arises from outside the League Rulebook, the Official BLAST Rainbow Six Rulebook can be used by an admin if need be.

1.1.2- The TPL rulebook is to be used for all league sanctioned events. Failure to abide by the rules set forth by the league will result in a penalty.

1.1.3- TPL staff may make temporary exclusions for rules if both teams agree to the exclusion.

1.1.4- The Premier League reserves the right to make judgment calls on cases that are not covered or supported in the rulebook, or to even make calls that go against the rulebook to continue to foster a competitive and fair match.

1.2- Rule Changes

1.2.1- The Premier League reserves the right to add, remove, and revise rules on a "need be" basis without public notice.

1.1.2- Rule changes will be announced when they are complete and ready to be published. A date will be posted when the rule change goes into effect.

1.2.3- Rule changes can take place at any time. Leading up to an event, mid-season, and other times where the league will need to edit, change, or revise the rules to preserve and foster a better competitive scene.

1.3- Prize Pools and Payment

1.3.1- The season's prize pool will be announced at the beginning of each season.

1.3.2- Season 8's prize pool is set at $4000 USD and will be distributed to the payment contact to then be distributed amongst his/her/their team. 1st Place will win $2250, 2nd place will win $1000, and 3rd and 4th place will win $375 respectfully.

1.3.3- Payment is final and must be sent before the start of each event in order to participate.

1.3.4- Failure to pay will result in immediate disqualification from the current sanctioned event.

1.3.5. Prize money will be sent to the payment contact. Once money is received it is no longer The Premier League's jurisdiction for the further distribution

of prize money. Payment can take up to 2 weeks.

1.4- The Premier League's Code of Conduct

1.4.1- Any breach in the code of conduct is interfering with the safe environment TPL wishes to offer and will be punished accordingly.

1.4.2- The Premier League will not tolerate any of the following
- Racism.
- Homophobia.
- Transphobia.
- Any forms of hate speech.
- Doxxing of players, league staff, or community members.
- Any forms of threats towards players, league staff, or community members.
- Sexual harassment or explicit content.
- NSFW content.
- Impersonation of players, league staff, or community members.
- Promoting or supporting unsportsmanlike behavior.
- Promoting or supporting the breach of the aforementioned Code of conduct.
- Misinformation
- Toxicity posted about the league
- Toxicity about teams and players

1.4.3- Numerous breaches of the code of conduct will result in increasing penalties.

1.4.4- Players are subject to suspensions, disqualifications, or bans for the breach of the code of conduct.

Section 2
Player and Roster Eligibility

2.1- Player Eligibility

       2.1.1 In order to compete in any TPL sanctioned events you must currently reside in the NA region. These countries included but are not limited to, the United States, Canada, and Mexico. Failure to reside in the NA region will result in immediate disqualification.

       2.1.2- If a player has been Tab banned, Battleye banned, or has been for cheating in any way shape or form they will not be eligible to compete in any TPL sanctioned events.

       2.1.3- Players must maintain a ping of 120ms or less to be able to compete in any sanctioned events.

       2.1.4- The Premier League holds the right to disqualify any player(s) for the breach of the rules set forth by the league and not meeting the eligibility requirements.

       2.1.5- Players of said participating team must be invited PRIOR to the start of the event. A player may join following the end of the invitation window as long as said player was invited before the cutoff time.
(ex. Players joined at 6:15 with the cutoff being 6pm. Player was invited at 4pm therefore is a legal player and eligible to participate in the event)

2.2- Roster Eligibility

       2.2.1- Rosters must consist of at least 5 players. This 5 does not include any staff members including but not limited to coaches, managers, and analysts.

       2.2.2- Rosters may not exceed 8 players. 5 starters, and 3 substitutes. This limit does not include support staff such as coaches, managers, or analysts.

       2.2.3- If a team has 8 rostered players, any staff members including but not limited to coaches, managers, and analysts will be considered an emergency substitute should they play in any TPL sanctioned event. See Section 6.2 for rules regarding emergency substitutes.

       2.2.4- All rostered players must meet the Player Eligibility Requirements.

       2.2.5- Rosters may not exceed a total of 3 support staff. This includes coaches, analysts, and managers. Organization staff do not count towards this total.

       2.2.6- Rosters must contain 3 of the 5 main players to remain eligible after qualification. Failure to do so will make your roster ineligible.

2.2.7- 3 of the 5 players on the team must meet the minimum age requirement of 16 years PRIOR to the start of the season. (Ex. Player is 15 years old during the qualification period, but turning 16 prior to the beginning of the season)

2.2.8- Team names must be appropriate within a reasonable scope. Team names must not include profanity, sexual content, inappropriate imagery, or the use of another unauthorized use of an organization or company's name in any way, shape, or form. Failure to do so will result in a default "Team #--".

Section 3
Event Rules and Scheduling

3.1- Event Types
3.1.1- The Premier League will host multiple types of events ranging from Full seasons, to weekend tournaments, to weekly tournaments.

3.1.2- The length & format of the event will be announced prior to event start

3.2- Event dates
3.2.1- Event dates will be announced as staff members begin to conclude all logistics required for the event.

3.2.2- The Premier League will announce any postponement of any planned event and will put forth possible dates for the start of the event.

3.2.3- Once an event has started it is the responsibility of league staff to announce any breaks, postponements, or any other infringement that can interfere with the regular schedule.

3.3 Match Chats
3.3.1- Match Chats will come out as soon as the next round of play is seeded

3.3.2- Matches are to be played by the time dictated by the event organizer. If the game cannot be played at the time announced the game can be moved although TPL cannot guarantee the match will be produced and casted live.

3.3.3- Match chats are to be used for their intended purpose of scheduling, communicating with league staff, and opening protests. Toxicity, spam, meming, profanity and other forms of communication that may interfere are to be kept to a minimum. These rules also apply to the in-game all chat.

3.3.4- Teams must be in their designated voice chat at least 15 minutes prior the the set start time of the match. There can only be 5 players, and one coach within the

voice chat. Coach will be muted during the duration of the match, only able to speak during tactical timeouts.

Section 4
In-Game Rules and Settings

4.1- Cosmetics

     4.1.1- All but the following cosmetics are banned from use in all TPL sanctioned events
- Operator Default Skins
- Pro League Skins (gold sets)
- R6 Share Skins
- Team Related Skins
- Pilot Program 1 and 2

Weapon skins and charms are not subject to any restriction.

     4.1.2- All gadget cosmetics and drone skins are banned from use in all TPL sanctioned events.

     4.1.3- Teams who recognized a banned cosmetic are to report it to staff immediately and stop all play immediately and begin a protest.

     4.1.4- If it is not reported immediately then TPL will not honor the protest and will not change the result of the round. League staff will then instruct play to resume.

     4.1.5- If a player spawns in with banned cosmetics and the player voluntarily tells both teams immediately before the end of prep phase on DEF, or 30 seconds into attack phase on offense, the team can then call a rehost, or execute a team kill to continue play without a rehost.

4.2- Illegal Actions

     4.2.1- Any round an illegal action is used the infringing team will forfeit that round.

     4.2.2- The following actions are illegal during all sanctioned events.
- Shooting through what should be a non-destructible surface.
- Blocking window vaults with deployable shields.
- Shield boosting onto an undetectable window ledge
- Placing any utility where it is unable to be destroyed.
- Standing on a window ledge where you can be undetected.
- Being in any spot where the player cannot be normally shot or seen from.
- Glitching through walls, floors, or any other surface.

4.3- Start time and Rescheduling

4.3.1- Rescheduling must be started as soon as an issue with the start time is noticed, Please inform event staff ASAP

4.3.2- League staff reserve the right to reschedule and postpone a match per their discretion.

4.3.3- If there is a conflict of schedule or an emergency that is causing the match to be delayed and/or rescheduled, please reach out to an admin to discuss prior to requesting rescheduling directly with the opponent.

4.3.4- The final decision for the reschedule/postponement of the match must be made clear to both TPL staff, and the teams.

4.3.5- If there is no decision made the match will proceed to start at the originally scheduled time. If a team fails to show the match will go to the team who showed.

4.3.6- Matches must start within 15 minutes of the originally scheduled match time. This means teams must be in the lobby, and must be ready within 15 minutes of the scheduled match time.

4.3.7- Failure to be in the lobby and be ready within 15 minutes will result in a forfeit win for the team who was ready.

4.3.8- The match can not be started as a 4v5. Once the 15 minutes has passed, the team with 5 players in the lobby will receive a forfeit win

4.3.9- If a player is having known technical issues, or TPL is setting up a cast 4.3.6 and 4.3.7 will be overridden. Please notify event staff of any issues as soon as they arise.

4.4- In-Game Settings
4.4.1- The in-game rules set forth by TPL must be followed. Failure to do so will result in the use of the team's technical timeout.

4.4.2- Game Settings
- Playlist Type: Normal Mode:
- Server Type: Dedicated Server
- Voice Chat: Team only
- Time of The day: Day
- Hud Settings: Pro League

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
- Attacker Unique Spawn: On
- Pick Phase Timer: 15

- Health and Damage:
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20

Character Control:
- Sprint: On
- Lean: On

Death:
- Death Replay: Off

Game Mode:
- TDM Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: On

Phases:
- Preparation Phase Duration: 45
- Action Phase Duration: 180

4.4.3- Current Map Pool
- Clubhouse
- Kafe
- Oregon
- Bank
- Chalet
- Nighthaven Labs
- Border
- Skyscraper
- Consolute

4.5- Map Bans

4.5.1- Map bans are to take place when event / production staff notify players prior to the match start time. Failure to complete map bans will result in a forfeit OR event staff will complete map bans.

4.5.2- The Premier League will follow the current Pro League Rainbow Six Siege Circuit map pool.

4.6- Banned Operators

4.6.1- There is no operator currently banned.

4.6.2- The Premier League reserves the right to ban the use of other operators per the leagues and Ubisoft's discretion.

4.6.3- If a team identifies a banned operator the team is to stop the match and protest it immediately.

4.7- Timeouts and Rehosts

4.7.1- Each team will receive 1 tactical timeout (1 per map). Tactical timeouts will last no longer than 1 minute.

4.7.2- A technical Timeout may be called for technical issues such as a player losing connection.

4.7.3-Technical timeouts may only be used for their purpose. Fraudulent use will result in the loss of a round and your tactical timeouts will be used.

4.7.4- Rehosts are permitted to be performed only if a player cannot reconnect to the lobby, or a protest for a round score including but is not limited to, skin protests, illegal operators, or illegal spawn peaks.

4.7.5-If a server is deemed unplayable then a rehost can be performed if both teams agree to the rehost. If the server issue persists, A server change will be permitted. Both teams will agree on a new region, if no resolution is met the default server will be used. Event staff reserve the right to dictate which server will be used.

4.8- Subs Mid Game

4.8.1- If a player loses connection during a match the team is not permitted to call a rehost and replace the player with a sub. They must attempt to reconnect the original player by all means necessary by using timeouts and rehosts. If the player is unable to reconnect then the match can either be forfeit or continue as a 4v5.

4.8.2-Mid-Game subs are strictly forbidden. If a team switches out a player in the middle of a map it will result in a FF win for the opposing team. A substitute player may be put into the game between maps in a bo3 or bo5 series, and only permitted in the case of a technical issue where the player is unable to continue the series.

Moss anti-cheat and cheating

5.1- Moss Anti-Cheat
5.1.1- Moss anti-cheat is required to be run during any and all TPL sanctioned events. Failure to do so will result in a disqualification.

5.1.2- At the conclusion of each game MOSS is required to be uploaded. Failure to upload will result in a match being FF.

5.1.3- During qualifiers ONLY, Moss is not required to be submitted, but all files must be kept for the duration of the ENTIRE event, failure to provide moss when requested will result in an immediate disqualification

5.1.4- Moss must be turned in no more than 1 hour after the completion of a match. Failure to do so may result in a match result being overturned

5.2- Cheating
5.2.1- Upon a cheating accusation with sufficient evidence the player being accused will be placed under an immediate suspension pending an investigation.

5.2.2- Once TPL receives the cheating accusation we will instruct the player to submit any recent MOSS files which will be kept confidential between the league admins and the player under investigation.

5.2.4- During a MOSS review if TPL finds any of the following banned software the player is subject to disqualification.
- TeamViewer
- LogMeIn
- TightVNC
- Windows Remote Desktop Connection
- UltraVNC
- CrossLoop
- mRemote
- Remote Utilities
- AeroAdmin
- RemotePC
- Parsec
- Seecreen
- Chrome Remote Desktop
- AnyDesk
- BeamYourScreen

- VPNs of any kind

Section 6
Roster Changes and Emergency Substitutes

6.1- Roster Changes

6.1.1- Roster changes during the regular season are permitted at all times.

6.1.2- While roster changes are permitted at all times, rosters will lock 24 hours or 1 day prior to a teams scheduled match time. Teams will also only be allowed 1 roster change per week.

6.1.3- Roster change restrictions, locks, and guidelines can change during any of the following events
- TPL Sanctioned Playoffs.
- TPL Sanctioned Weekend tournaments.
- TPL Sanctioned weekly tournaments.
- TPL Sanctioned qualifiers.

6.1.4- Any change in restrictions, locks, and guidelines will be announced and the above restrictions will then be overridden for the time the temporary changes are in place.

6.1.5- If your team is playing with an unrostered player that player is then considered illegal. At that time the match will then be FF and the illegal player will be disqualified for the remaining time in the current event/season.

6.1.6- Team staff may play as subs, but they must be elevated in-order to play. Failure to do so will result in the staff member being unable to play. Organization staff members such as managers will not be allowed to play.

6.1.7- If a player goes from staff, to player, and vice versa then the player will be placed on a 1 game suspension.

6.2- Emergency Substitutes

6.2.1- Each team is permitted 2 emergency substitutions per season.

6.2.2- Only 1 e-sub is permitted for use per game. Any more required must be approved by the opposing team.

6.2.3- Esubs must be announced 1 hour prior to the start of a match. Both TPL staff and the opposing team must know about the change in personnel for the match.

6.2.4- E-Sub rules may be subject to change for playoffs and other events TPL may host. Temporary restrictions and changes will be announced.

6.2.4- E-Sub rules do NOT apply for qualifiers to a main TPL season. No e-subs will be permitted for usage.

Section 7
Gambling and Match Fixing

7.1- Gambling
7.1.1- TPL holds no affiliation to any gambling, or match betting websites. TPL holds no liability and cannot be held responsible for any issues that may arise from these sites such as the loss of money, stolen information, or other issues that come from illegal gambling.

7.1.2- TPL does not promote, nor condones the use of these sites. The sites are "use at your own risk". TPL cannot and will not take any action for loss or issues that come from these sites unless it directly inhibits the league and the leagues operations.

7.1.3- Any player, coach, team staff, and any affiliated org staff, or org itself is strictly prohibited from gambling and placing bets on any matches within TPL. If it is found that a team/org has been playing bets and gambling while playing within the league an investigation will be opened.

7.1.4- Players, coaches, team staff, and any affiliated org staff, or an organization as a whole are not permitted to promote, or encourage the use of these gambling sites. If it is found that this is happening the team, organization, and its staff will be disqualified from TPL.

7.2- Match Fixing
7.2.1- Match fixing is strictly prohibited.

7.2.2- Match fixing is the action of tampering, predetermining, or overall attempting to influence the outcome of a sanctioned match for financial, competitive, or other gains. Through actions of bribery, threats, throwing, or by any other means.

7.2.2- If it is found that you are match fixing for any reason you will be disqualified from the current TPL event and you will be blacklisted for future events.

Annex A

Updates

<u>May 23rd 2022</u>
-Rulebook complete and put into effect

<u>May 30th 2022</u>
-Added Annex A Chart
-Added subsection 5.1.3

<u>June 14th 2022</u>
-Removed sub sections in 4.6
4.6.1- After the introduction of a new operator, that operator will be banned from use in all TPL sanctioned events till it goes through its 3 months evaluation period.
4.6.2- The current banned operator is Azami

<u>August 6th 2022</u>
-Added VPNs to the banned software list
-Revised sub section 4.8.2
Calling a rehost to switch out a player mid game is strictly forbidden and will result in a FF win for the opposing team.
-Removed sub section 4.8.3
 In a BO3 or BO5 one player may be switched out between maps. Any more than 1 then the map will be FF.

<u>November 15th 2022</u>
- Amended 1.3.2 to meet current (season 5) prize pool and prize distribution
- Removed 5.2.3- 10+ matches queued with cheater/glitchers will subject a player to disqualification
- Changed former 2.2.3 to 2.2.4
- Added 2.2.3

- Amended 2.2.2- Rosters may not exceed 8 players. 5 starters, and 3 substitutes. This limit does not include support staff such as coaches, managers, or analysts.
- Amended 2.2.1- Rosters must consist of at least 5 players. This 5 does not include any staff members including but not limited to coaches, managers, and analysts.

November 25th, 2022

- Amended 3.3.1- "Match Chats will come out every week on Monday during the regular season. Match chat schedules may change during playoffs."
- Amended 3.3.1- "matches are to be played at the time announced. If the game cannot be played at the time announced the game can be moved although TPL cannot guarantee the match will be produced and casted live."
- Amended 4.5.1 "Map bans are to take place no earlier than 10 minutes prior to the scheduled match time. If the game is going to be casted live then the map bans must wait till the production team allows them to start the banning process."
- Amended 6.1.2- "while roster changes are permitted at all times, rosters will lock 24 hours or 1 day prior to a teams scheduled match time. Teams will also only be allowed 1 roster change per week."

November 28th, 2022
- Added 2.2.5
- Added 6.1.6
- Added 6.1.7

January 31st, 2023
-Added Section 7 "matching Fixing and Gambling"

April 22, 2024
-removed 4.5.3
-removed 4.5.3
-removed 4.6.4
-revised 4.7.2
-revised 4.8.2
-revised MOSS rules
-revise 6.1
-replaced Annex A with Annex B, Removed Annex B