THE 3Z LEAGUE

Rainbow Six Siege Rulebook

(1) Liability

(1.1) All participants are expected to know and uphold the following rules while associated with the 3z league. Participants will not receive refunds or compensation for inability to play as a result of incurring a penalty due to violation of 3z rules and regulations. 3z staff always have the final say on any matter related to a 3z held event. Insubordination will not be tolerated and may result in a timeout penalty. Participation in official tournaments constitutes acceptance of these rules.

(2) Player Eligibility

(2.1) Players must be in cooperation with all 3z rules in order to be eligible to compete in any sanctioned competition.

(2.2) No player is allowed to compete in a sanctioned event if they are: Battleye, Fairfight , or Tab banned for any reason. If your account has been found to be guilty of one of these offenses you will not be able to participate in 3z sanctioned events for a minimum of 12 months. (case by case basis)

(2.3) Player's Uplay names may not be unrecognizable or indistinguishable.

(2.4) Players must live in the USA, Canada, or Mexico to be eligible to play in an 3z sanctioned event. Players must also maintain a ping of less than 120 ms to be eligible to play in matches.

(2.5) Players with more than 10 games queued with cheaters in the past 3 months are ineligible to compete in a 3z sanctioned event.

(3) Roster Limits

(3.1) Teams must have a minimum of 5 players and may have a maximum of 10 players on their roster, this number includes subs and support staff. Rosters will lock after the last week of the Regular season and no changes will be accepted. A team is allowed only 5 roster changes within the season.

(3.2) Teams may have two active captains at any given time, these players will be the contacts between admin and the team. They will also oversee bans and make sure players are kept up to date on any rule changes.
(3.3) Players must play on the account listed in the associated rosters channel (if this rule is not followed, and recognized by a staff member, this will count as one out of the two e-subs allowed for the season).

(3.4) Rosters lock 24 hours before a team's scheduled game time. Name changes are allowed at any point before game time if admins or staff are notified in advance.

(3.5) Teams are allowed 2 emergency subs (e-subs) per season that may be used without the other team's approval. After that, teams will be forced to play with rostered subs or at a disadvantage.

(4) Match Formats

(4.1). Playoffs will be BO3 with limited OT, BO5 Limited OT until Map 3.

(4.2) Please use the following information to setup your game: Time of Day: Day | HUD Settings: Pro League | Server Type: Central US | Voice Chat: Team Only | Game Mode: TDM - Bomb | Number of Bans: 4 | Ban Timer: 20 | Number of Rounds: 12 | Attacker/Defender Role Swap: 6 | Overtime: 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 Timer: 2 sec | Death Replay: OFF | Prep phase TKing OFF

(5) Map Pool

(5.1)

Bank	Border	Chalet
ClubHouse	Kafe Dostoyevsky	Oregon
Skyscraper	Consulate	Night Haven

(6) Map Bans

(6.1) Mapban.GG will be used for all matches.(If OPL IS DOWN) Map bans can be done within 30 minutes of the scheduled match time. Admin must be the ones that send Mapban links. If the game is streamed, map bans will be done on-stream.

(7) Cosmetics

(7.1) 3z follows the Faceit/Ubisoft operator cosmetic whitelist. The allowed Skins are Default Skins, Pro League Skins, and Esports Skins (Pilot Program/R6 Share/Ubisoft Skins)

(7.2) If a team identifies a banned skin, then they must immediately inform the observer or game host of a possible infraction. If that team does not start a protest when the infraction occurs then no punishment will be given to the team that has violated the rule. Then leave the game and open a protest ticket in the 3z Discord. Proof must then be sent, and a ruling will happen.

(7.3) If the claim is validated then the round will be awarded to the team that started the protest, if the claim is found to be fraudulent then the team will lose their timeout and rehost for the game. Multiple fraudulent protests may lead to disciplinary action for the team.

(VII.IV) Gadget skins and Drones skins are prohibited from play.

(8) Banned In-Game Actions

(8.1) 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.

(8.2) Using Collision of 3D player models to reach a spot that would not normally be reached.

(8.3) Standing on a window ledge undetected.

(8.4) Blocking vaulting through a window with a deployable shield.

(8.5) Shooting through a non-destructible surface.

(8.6) Placing any piece of utility where it cannot be destroyed.

(8.7) Vaulting on ledges in order to reach normally inaccessible spots.

(8.8) Spawn peeking before the timer has reached 2:57 of the action phase All these actions will result in a Round Loss for the team that committed the infraction.

(9) Tiebreaker Criteria

(9.1) First: Head-to-Head Record

(9.2) Second:Round Differential (Round Won-Rounds Lost)

(9.3) Third: Tiebreaker Match

(10) Tactical Timeouts

(10.1) Teams will have 1 tactical timeout per a map. These timeouts last 1 minute and can be taken after any round. It is up to the observer/host to keep track of the time and start the game back after the minute is over.

(10.2) If the game is hosted off stream and a team is found to have taken advantage of a longer tactical timeout or denied a team a timeout then disciplinary action will be taken against the infringing team.

(11) Rehosts

(11.1) Each team will have a single 10-minute Rehost per a map. Any player may call a technical rehost/timeout for any game breaking bug that will affect the match.

(11.2) If a player disconnects during the pick phase then the game will be paused and the player will have 10 minutes from the time of disconnecting to join back.

(11.3) Game Rehosts will happen when a player disconnects from the lobby before 2:30 in the action phase of a round where no player has taken any damage yet. The players will leave the lobby after the observer confirms the rehost and the disconnected player will have 10 minutes to return to the new lobby.

(11.4) If a player disconnects after the 2:30 mark of an action phase or either team has taken any non-self-inflicted damage, then the round will be played out. If the player hasn't connected back after the round is over then the game can be paused at the pick screen.

(11.5) In any situation where a player is disconnected, if they do not return within 10 minutes then the game will continue in a 4v5 or it will end in a FF. The game will not be stopped for a player to rejoin but if said player is able to rejoin without gameplay being stopped then he is allowed to do so. Teams may not sub a different player to maintain 5 after the game has started.

(12) M.O.S.S

(12.1) Moss anti-cheat must be running during all 3z sanctioned events. Players are responsible for turning in a valid and complete Moss File after the match no matter the result. If a player fails to turn into a Moss File within 30 Minutes following their game, then their team will forfeit the match and is subject to a potential suspension and ban.

(12.2) The following programs are banned from being active during TBL sanctioned competition.
    Virtual Machines (Hyper-V, VMWare, etc.)
    Remote Access Programs (TeamViewer, LogMeIn, etc.)
    Any Type of Macro*Immediate Disqualification*
    Cheating Software *Immediate Disqualification*

(12.3) If a player is found to have any of the above banned programs open or present on their computer during the match, then the team will be forced to forfeit the match. Suspensions or Disqualifications will be handed out if a player/team has multiple lesser infractions. Bans from 3z events will be handed out on a case by case basis based on the severity of the infraction.

(13) Player Integrity & Code of Conduct

(13.1) Trash talk is allowed and encouraged in the 3z but there are certain limitations to it. Players are barred from doing the following actions/using the following language in all Discord chats, as well as in game lobbies during competition:
- Racism / Discrimination of any form.
- Direct or indirect threats towards other players, admins, or community members.
- Doxxing of any member of the community
- Sexual Harassment
- Match Fixing
- Excess Spamming of any kind
- NO VOD SHARING VIA MATCH REPLAY (You can scout through official vods only VIA Twitch)

(13.2) Players who break the 3z Code of Conduct are subject to suspensions or even Disqualification if the abuse is severe enough. Suspended players still take up a spot on the roster and may not be dropped until the suspension or season is over.

(14) Admin/Owner

(14.1)   Owners are not allowed to compete in any form in 3z Sanctioned Events
Admins are allowed to compete within the 3z however, They are subject to harsh monitoring to ensure that no favoritism is occurring. If caught any Admin that is caught will be permanently banned and is subject to a fine of $100.

(15) Player and Team Requirements

(15.1) All Members are required to be in their VC 15 Minutes PRIOR to start time. Once the scheduled start time has arrived you have 15 minutes to start the game if you have not started the game before the 15 minute window ends you will FORFEIT 1 map. Communication with Admins

(15.2) Post match if casted the winning team must pick a minimum of 1 player (more than 1 player is

allowed) to be interviewed on stream. The interview will last 5-10 minutes (Can be more if the team is ok with it) Player interviews are subject to the code of conduct.

(15.3) One player on each team must be fluent in english. This is a requirement for communication purposes.

(16) Entry Fee and payout

(16.1) The Entry Fee into the 3z qualifiers is $35 per qualifier and $50 for a double pass.

(16.2) Each team's captain/manager will receive the payout via Paypal within 48 hours of completion of the grand finals. We are in no way responsible for the distribution of the money once this transaction has occurred.

(16.3) To send Entry fee you must click on the PayPal link below select Family and friends and send the payment saying for what team it is for once done message Gotcha or another Admin regarding the next steps.