

Voltage League Rulebook



This Rulebook outlines the rules that should always be followed when participating in Voltage League. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

CONTENTS

1. General	5	1.11
Rule Changes	5	1.12

Validity of Rules	5	1.13
Confidentiality	5	1.14
Code of Conduct	6	1.15 The
Season	6	1.16 Time
Zone	6	1.17
Communications	6	1.18
Broadcasting	7	1.19
Confidentiality	7	1.20
Protests	7	1.21
Penalties	7	
2. Prizepool	8	2.1
Distribution	8	2.2 Entry
fee	8	2.3 Pay
out	8	2.4
Withholding taxes	9	2.5
Transferring prize money	9	2.6 Prize
money distribution	9	
3. Voltage League Specific rules	9	3.1
Rule changes	9	3.2
General	9	3.3
Match Schedule	10	3.4
Confidentiality	10	3.5
Unsportsmanlike behaviour	10	3.6
Misconduct	10	3.7
Ringer/faker	10	3.8
Playing with a suspended player	10	
4. Players and teams	12	4.1
Player age	12	4.2
Participant Region	12	4.3
Coaches	12	
4.4 Offensive behavior	12	4.5
Reporting offenders	12	4.6
Requesting changes	13	4.7 Team
names and Logo's	13	4.8 Sanction
.....	13	4.9 Discord

accounts	13	4.10	Game
accounts	13	4.11	In game
username	13		4.12
Registration	14		4.13
Roster changes	14		4.14
Transfer Windows date's	14		4.15
Roster change limits	14		4.16
Player	14		4.17
Substitute	15		4.18
Player substitutions	15		4.19
Stand in players (emergency sub)	15		
5. League progression	16	5.1	
Points distribution	16	5.2	
Format of the league	16		
6. League and match guidelines	17	6.1	
Server	17	6.2	
Ping	17	6.3	
Forfeit	17	6.4	
Administrative verdict	17	6.5	
Temporary exclusions	18	6.6	
Monitor system status (MOSS)	18	6.7	
Game chat	18	6.8	Map
Pool	18	6.9	Permitted
operators	19	6.10	Restricted
Operator	19	6.11	Cosmetical
restrictions	19	6.12	Game
settings	19	6.13	Leaving
Voltage League	21		
6.14 Esport progams & Pro league battle dress uniforms and headgears permitted in comp play			
21			
7. Match procedure	23		
7.1 Line up	23	7.2	
Deadline	23	7.3	
No-show	23	7.4	
Rehost	24	7.5	

Tactical time-out	24	7.6 Break length
in	25	
8. Prohibition	26	8.1
bugs glitched and exploits	26	8.2
Prohibited Programs	26	8.3
Banning programs	26	8.4 Use of macos
cheating programs	27	8.5 Use of cheating programs
9. Probation Sanction and penalties	28	9.1
Definitions	28	9.2
match fixing	28	9.3 Fake result
banned programs	29	9.4 use of banned programs
forfeit	29	9.5
disqualification	29	9.6
Probation	29	9.7
Penalties	29	9.8
Appeals	29	9.9

- **General**

- **Rule Changes**

Voltage League can change the rule book at any time, any changes will set in in the Voltage League Discord Server, anything not covered by the rule book will come down to admin rulings

- **Validity of Rules**

This is the only rulebook, which is valid for the Voltage League With his/her participation, the participant states that he/she understands and accepts all rules.

- **Confidentiality**

all discussion performed within match channels, support tickets and any other private methods are to be kept undisclosed to those not in relation, seek permission from management before attempting to disclose private material

• Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, casters, the Staff, and the league administration. Any sort of harassment should be reported to the league administrators immediately. Restrictions within this rule book apply not only to the Teams and Players, but every single person involved with or present at a stage of the R6 League. Anyone breaking this code of conduct may be punished including but not limited to expulsion.

Please note we are unable to control events outside of the official discord server. But we can monitor social media on breach of this rule

• The Season

Stage 1 Qualifiers

At the end of each of the 3 open qualifiers, teams will be awarded points in each qualifier:

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

[single elimination b01 16 teams go through the next stage](#)

Q1 16 August 17:00 CEST

Q2 17 August 13:00 CEST

Q3 18 August 13:00 CEST

Stage 2

[swiss elimination match is b03\) 8 team go through the next stage](#)

Swiss day 1 | 26 August 19:00 CEST (2 matches, round 1 & 2)

Swiss day 2 | 28 August 19:00 CEST (1 match, high & low matches,round 3)

Swiss day 3 | 2 September 19:00 CEST (1 match, mid round match, round 3)

swiss day 4 | 4 September 19:00 CEST (1 match, high and low match, round 4)

swiss day 5 | 9 September 19:00 CEST (1 match, round 5)

Stage 3

double round robbin (b01) 6 teams go to through the next stage

Stage 3 (groupstage) every day the same: Match 1 start: 19:00 CEST/CET Match 2 start: 20:00 Match 3 start: 21:00 Match 4 Start 22:00

Playday#1 | 16 September

#2 | 18 September

#3 | 23 September

#4 | 25 September

#5 | 30 September

#6 | 2 October

#7 | 7 October

#8 | 16 October

#9 | 21 October

#10 | 23 October

#11 | 28 October

#12 | 30 October

#13 | 4 November

#14 | 6 November

Stage 4

all matches in stage 4 are b03 and grand final is b05 with unlimited overtime

Quarter finals match 2 matches | 13 November | match 1 start: 17:00 | Match 2 starts 20:00 (or if a team wins 2 maps in a row)

semi finals match: 2 matches | 18 November | match 1 start: 17:00 | Match 2 starts 20:00 (or if a team wins 2 maps in a row)

3th place match: 20 November | Starts 19:00

grand final | 30 November | Starts: 14:00

- **Time Zone**

Any time mentioned during official communications regarding the voltage league will always be in:

The time zone currently used in Amsterdam (AMS), the Netherlands that means the following:

Between the 31st of March and the 27th of October we use: CEST Between the 27th of October to 31st of March we use: CET

- **Communications**

Discord: all of our communication will be in the voltage league discord server. Other methods of communication like DM or something will not be regarded unless otherwise referred to by a director

OPL: we use the OPL website to organize the Rainbow Six Siege league. Other methods will not be regarded unless otherwise referred to by a director

- **Broadcasting**

If a match is being broadcasted by Voltage League, participants are not permitted to stream on their personal choice of channel, if a match is not being streamed by the Voltage League production then participants may stream their own match at their own risk, with a 180 seconds delay

- **Declining broadcast**

Under no circumstances can a player or a team refuse to have their match broadcasted by Voltage League admins or other authorized broadcasters. The broadcast can ONLY be rejected by a member of the server team. The players and teams will thus automatically agree to make enough accommodation to make sure the broadcasting can take place

- **Player interviews**

During the broadcast a team member will be asked to deliver an interview on stream. A team is in no

way allowed to decline that request. The person delivering the interview should have a decent audio and video setup so the quality of the interview is sufficient to show on stream

Community cast must be approved by the management of voltage league, you may apply for the community cast role through the dedicated application, this can be found in our official discord server

- **Confidentiality**

all discussion performed within match channels, support tickets and other private methods are to be kept undisclosed to those or in relation. Seek permission from management before attempting to disclose private material

- **Protests**

Protests must be created immediately after the issue has been discovered unless otherwise indicated by the appropriate provision below. Once a protest has been made, the match will be paused until the protest at hands has been solved. The appropriate provision will also identify the sanction to be applied unless otherwise indicated by the staff. A protest must have a valid reason / evidence

- **Penalties**

- **minor points**

are distributed on minor incidents such as use of prohibited cosmetics, discord server violations, twitch channel violations, etc. teams and participants will receive the appropriate sanction as identified in section 8 at the discretion of management. Appealing this can be done by creating a ticket in the discord server

1.11.2 Major Points

Major points are distributed on incidents including moss violations, deceiving voltage league staff, repetitive violations etc. teams and participants will receive the appropriate sanction as a identified in section 8. Appealing this can be done by creating a ticket in the discord server

1.11.3 Warnings

Participants and discord member in the voltage league discord can be get a warnings where they may violate any of the discord or league rules at any time

1.11.4 Spamming

Within the discord server is not tolerated or accepted. Any of this behaviour will be punished at the discretion of our staff team.

1st Offence = Warning to stop spamming

2nd Offence = 24hr Chat Mute

3rd Offence = Last Warning + Chat Mute + Match Suspension

• Prize pool

the prize pool of season 4 of the voltage league is:

TBD

• Distribution

TBD

• Entry fee

all competing teams are required to pay an entry fee if they not invited for the league by the CEO's. if a team dropping out of qualifiers the entry fee will not be paid back, if you don't agreed our decision in the qualifiers how we handle and want get you entry fee create a ticket in the discord server. **You cannot get the entry fee back 7 days before the start of the qualifiers starts.**

• Pay out

All prize money should ideally be paid out within 1 month after the conclusion of the Voltage League (This means finals). However, it can take up to 3 month. The license holder will claim their prize funds via a discord that will be informed to the winning teams. All teams that receive prize money should be a registered company, otherwise Voltage League might be unable to transfer the prize money.

• Withholding taxes

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority

- **Transferring prize money**

The prize money will be sent by paypal or bank transfer as specified by the License holder. Failure to provide enough information for the payments to be completed will result in payments not being made. If a participant has not collected or redeemed their winnings within three (3) months of the conclusion of a season, the winnings will be forfeited.

- **Prize money distribution**

The total prize money available will be: **TBD**

For the Finals the money distribution is as follows:

1st 70%

2nd 20%

3rd 10%

- **Voltage League Specific rules**

- **Rule changes**

Voltage League Admins reserve the right to amend, remove, or otherwise change the rules or any other component surrounding the competition, without further notice. Voltage League admins also reserve the right to make judgement calls on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Players will be expected to have knowledge of the latest rulebook, which can be found on the discord channel

(<https://discord.gg/h9HPdcNSw2>)

- **General**

When a player or team has broken one or several rules set forth by this document, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued

- **Match Schedule**

The tournament schedule will be published on the voltage League Discord. Voltage League Admins reserves the right to make changes to this schedule. Team members should check the discord to make note of any possible changes.

- **Confidentiality** The content of protests, discussions or any other correspondence with tournament

officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent of a Voltage League admin or the tournament director of Voltage League. If the contents have been shared without consent, then this could lead to a minor or major offense following possible disqualification

- **Unsportsmanlike behaviour**

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. Breaches of this rule will be punished with a minor to major offense and possible prize money deduction. The most common offenses are listed below, however, voltage League admins remain the right to assign penalties which are not explicitly listed below

- **Misconduct**

The attempt to mislead admins or other players using false information or in other way deceive other participants will be punished as follows.

- **Ringer/faker**

Any player involved in faking or ringing a player will be suspended for 3 matches. Also 1 Minor offense will be awarded

- **Playing with a suspended player**

If a team plays with a suspended player, the match will be forfeited into a 7-0 for the opposing team. Next to this a Minor offense will be granted, and the player will be suspended for 3 more matches

- **Players and teams**

- **Player age**

Participants of Voltage League must be **16** years or older or it must be discussed with the staff before the league starts. If the voltage league mods find out that a participant has not been **16** years then we reserve the right to remove and/or disqualify the identified participant from all following season play and get a direct DQ

- **Participant Region**

All participants, excluding coaches must reside within this below listed countries/territories:

Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, England, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland (Northern), Ireland (Republic of), Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia (Former Yugoslav Republic of), Malta, Republic of Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Vatican City, Wales

- **Coaches**

Coaches are the only exception to the region restriction, however they cannot be registered as a sub if they are not from the participant region

- **Offensive behavior**

this is included but is limited to racism, hate speech, threats, sexual, harassment, graphic images. Any of this behaviour will be punished at the discretion of our staff team. This could be a warning: player ban or team ban

- **Reporting offenders**

if you feel a participant or any discord member has offended you in any way, immediately contact the admins of Voltage League and open a ticket. With appropriate proof of the identified member. If you feel uncomfortable transmitting to us through a ticket, you can send a DM to one of our server team.

- **Requesting changes**

the server team may request you change your user/nickname, profile picture or team picture if it is seen to be offensive or inappropriate in relation to rule: 3.4

- **Team names and Logo's**

Teams must carry a professional name. Names such as 'Team Chair', 'Team charger', 'Team natte visstick' are not allowed also **LFO** can only be used by 1 team as a team name. Next to this, teams and organisations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands. The server team has the final say on what names and/or logos are deemed professional or appropriate.

- **Sanction**

Should a league participant or a member of the discord in the discord not agreed with the provisions identified above, they may be disqualified from play or the closest, most relevant appropriate sanction applied at the discretion of the server team

- **Discord accounts**

participants must be a member of our official Voltage league discord. Their name formatted must be shown like: {Team tag} player name. participants not registered in our discord and not in the team at OPL are not allowed to play. You must add you member in OPL before 2 hours of the play time if he even want to play with the team on that day

- **Game accounts**

Ubisoft connect accounts names must be stated within your roster request to be registered. Using unregistered game accounts will results in points being applied and a sanction applied at the discretion of administration. Also he/she must have linked his Ubisoft account to his OPL account ready before playing, if you were late and you submitted a ticket to be changed this doesn't count.

- **In game username**

discord usernames must abide by rule: 3.6. should we find you in a violation you may be removed from the league if not provide ads requested you will be denied from play in any match until done son

- **Registration**

all players are required to provide their player name, country, player email, uplay name, discord name. twitter and date of birth when registering for the voltage league

- **Roster changes**

We Removing the License sheet what we had for S# because much teams doing trials, this tier events should be for those trials, having a license sheet does not give those teams a chance to try people. you only must add everyone in your OPL Team to play

- **teamcap responsibility**

The License holder will be responsible for the team. Further responsibilities are noted in our rulebook, which you can find at the Voltage league discord. When the team is part of a legal entity, the license will automatically be held by the organisation / entity.

- **Substitute**

These players are not required to be 14 years of age; however, they will be if they are to play official matches within the Voltage league. Substitutes do not have any specific rights, tasks or duties. Adding substitutes to your roster is highly recommended. **Teams cant swap players between matches if there are not informed the staff members 2 hours before the match**

- **Stand in players (emergency sub)**

If a team is not able to have five players participating in a particular match, including through calling substitute players, or with its coach stepping-in, the team can exceptionally request to play with a stand-in player. A “stand-in player” is a person exceptionally authorized to compete with a team this player is not in the OPL Team, for a limited period of time for the sole purpose of avoiding the team from being disqualified for breach of the team composition requirements. Authorization for a team to compete with a stand-in player is always subject to approval of Voltage League Admins and is subject to the following limitations:

- Stand-in players must meet all eligibility requirements what a players also have but don't to be 14 years of older
- A stand-in player cannot have been registered with another team that has competed,
- A stand-in player cannot be registered on the roster of another team that is competing in the same competition he is asked to stand-in for

- **League progression**

- **Points distribution**

points will be distributed in the format for the groupstage shown below:

Win: 3 points

Overtime win: 2 Points

Overtime loss: 1 points

Loss: 0 Points

- **Format of the league**

Stage 1 Qualifiers

At the end of each of the 3 open qualifiers, teams will be awarded points in each qualifier:

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

single elimination b01 16 teams go through the next stage

Q1 16 August 17:00 CEST

Q2 17 August 13:00 CEST

Q3 18 August 13:00 CEST

Stage 2

swiss elimination match is b03) 8 team go through the next stage

Swiss day 1 | 15 april 19:00 CEST

Swiss day 1 | 26 August 19:00 CEST (2 matches, round 1 & 2)

Swiss day 2 | 28 August 19:00 CEST (1 match, high & low matches,round 3)

Swiss day 3 | 2 September 19:00 CEST (1 match, mid round match, round 3)

swiss day 4 | 4 September 19:00 CEST (1 match, high and low match, round 4)

swiss day 5 | 9 September 19:00 CEST (1 match, round 5)

Stage 3

double round robbin (b01) 6 teams go to through the next stage

Stage 3 (groupstage) every day the same: Match 1 start: 19:00 CEST Match 2 start: 20:00
Match 3 start: 21:00 Match 4 Start 22:00

Playday#1 | 16 September

#2 | 18 September

#3 | 23 September

#4 | 25 September

#5 | 30 September

#6 | 2 October

#7 | 7 October

#8 | 16 October

#9 | 21 October

#10 | 23 October

#11 | 28 October

#12 | 30 October

#13 | 4 November

#14 | 6 November

Stage 4

all matches in stage 4 are b03 and grand final is b05 with unlimited overtime

Quarter finals match 2 matches | 13 November | **match 1 start: 17:00 | Match 2 starts 20:00 (or if a team wins 2 maps in a row)**

semi finals match: 2 matches | 18 November | **match 1 start: 17:00 | Match 2 starts 20:00 (or if a team wins 2 maps in a row)**

3th place match: 20 November | **Starts 19:00**

grand final | 30 November | Starts: **14:00**

point tie breakers Stage 3:

1. points
2. Wins Total
3. Head2Head
4. Rounds Diff
5. Rounds Won
6. Rounds Loss
7. Seed

-Tiebreaker Match

- If none of the above conditions resolve the tie, then a tiebreaker match will be used to resolve.

Line up

in the group stage you must send you line up before 15:00 in the #lineup channel in the discord. **if you not be on time admins can give you a penalty of reduction of points**

Map bans deadline

map ban must be done before 1 hour of your own match

if you not be on time admins can give you a penalty of reduction of points

Map ban procedure

- In a best of 1, the selection process will be as follows:

A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played Team A bans first. Team A will have a starting side pick and Team B side pick for overtime.

In a best of 3, the selection process will be as follows: A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider Team A bans first. Teams select the starting side of the map picked by the opposition and vice versa for overtime. Side pick for the decider is chosen by the team with the highest round difference.

In a best of 5, the selection process will be as follows: A Ban – B Ban – A Pick – B Pick – A Ban – B Ban

– A Pick – B Pick – Decider Team A bans first. Teams select the starting side of the map picked by the opposition and vice versa for overtime. Side pick for the decider is chosen by the team with the highest round difference.

- **Server**

the default server everyone must use is West Europe, however if not possible, north Europe/Central Europe may be used at the permission from a voltage league server team, if the wrong server has been set, the lobby will be recreated with the correct server and same match continues

- **Ping**

the maximum ping permitted is 100ms. If this is exceeded, the observer must be notified and a protest be made, with up to 5 screenshots of the opponent exceeding the limit, as soon as possible within the dedicated team or match channel, for any reason associated with in-game server at fault, the match will be postponed to a more suitable date later in the same week or a time further in the day. If there are no server issues 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.

- **Forfeit**

teams must play with a minimum of 5 players at all times during the match, if not possible the team may be forced to forfeit the match unless otherwise indicated by voltage league server team. Each team is also limited to 3 forfeits per team, otherwise teams may lose their spot and receive a disqualification from the league. Management also reserves the right to disqualify teams before reaching 3 forfeits in a season. This penalty can lead to a league ban for future seasons

- **Administration verdict**

league administrators are permitted to apply their final verdict during a protest or other method of inquiry. Should you disagree with the applied verdict, you may protest it by providing the proof listed below along with your reason through a ticket

- Who applied the verdict
- time of application of verdict
- Extra proof you think appropriate to be viewed by management

- **Temporary exclusions**

league admins are permitted to apply temporary exclusions which aren't supported by this rulebook provisions if agreed to by both sides. Examples of possible exclusions may include rescheduling matches, operator bans or restricted skins which present a major effect (do not merge with

environment or make shooting the opponent obstructive)

• Monitor system status (MOSS)

Players must run MOSS during the whole match. Issues with running MOSS must be rectified before the match. Defected or incomplete MOSS file, along with incorrect MOSS settings will be a FF for the missing file's. MOSS files must contain all game evidence, if 2 in game rounds or more are missing this is classed as being incomplete and can result in a penalty. This also applies to files with more than 50% black or not visible screenshots.

-tempering with MOSS files before being provide to admins when requested will result in a in stand DQ no matte the circumstances

- Refusing to provide Moss files will results in a instant DQ no matter the circumstances - every players must send there MOSS before 2:00 (next day) if there not sending this before this time or let the admins know that the be later (if admins agreed on it) then also a FF of the game

you can download MOSS from here: <https://nohope.eu/>

• In game chat

The in game-chat will be used only to communicate regarding if its only "rh" "hf" "gh" "gg" "tp" "pause" & "skins". Any other communication can be performed within the dedicated match channel in our discord server.

Any other form of communication in the game chat will cause you to receive a point reduction.

• Map Pool

The following maps we used to play are:

- Bank
- Border
- Chalet
- Club House
- Consulate
- Kafe
- Nighthaven Labs
- Lair
- Skyscraper.

We may change some of the maps in the map pool because Ubisoft is sometimes change is. We let everyone know 2 weeks of the change if it will be

• Permitted operators

All operators are all allowed due to being no more quarantine period so they are all permitted to play.

• Restricted Operator

If a operator are in Quarantine because of a bug or glitch we let the players before the match, If a operator not allowed to play and you use it in the match you have 45 sec to kill him otherwise it's the round for the enemy team

• Cosmetical restrictions

Permitted Cosmetics

the only permitted in game cosmetics to be used within the matches are as listed below:

- Default skins
- operator pro league (gold) sets
- Pro teams branded cosmetics
- Esports programs cosmetics

Weapon skins/Charms and operator backgrounds

Weapon skins, weapon charms and operator backgrounds are not subject to any restriction.

Operator gadgets and drone skins

Drone skins and operator skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skin, otherwise it is a round for the enemy team

Use of restricted cosmetics

should you find a player that using a restricted skin, create a protest in you team channel. Immediately after or as soon as possible for the process of the admins.

- Game settings

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB			
Plant duration	7	7	7	7
Defuse duration	7	7	7	7
Fuse time	45	45	45	45
Preparation	45	45	45	45
Action	180	180	180	180
Time of day	Day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League	Pro League
Number of bans	4	4	4	4
Ban Timer	20	20	20	20
Number of rounds	12	12	12	12
Attack/Defense swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime score difference	2	2	2	2
Overtime role change	1	1	1	1
Objective rotation parameter	2	2	2	2
Objective type for rotation	Rounds played	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On	On
Pick Phase timer	15	15	15	15
Damage handicap	100	100	100	100
Friendly fire damage	100	100	100	100
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off

Best of 1 settings:

- number of bans: 4
- ban timer: 20
- Number of rounds: 12
- attacker/defenders 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
- damage handicap: 100
- friendly fire damage: 100
- injured: 20
- sprint: on
- death replay: off

Tactical time out

- request available per team:
1 -allow request from: players
- time-out duration: 45

Best of 3 settings:

- number of bans: 4
- ban timer: 20
- Number of rounds: 12
- attacker/defenders 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
- damage handicap: 100
- friendly fire damage: 100
- injured: 20
- sprint: on
- death replay: off

Tactical time out

- request available per team:
1 -allow request from: players
- time-out duration: 45

Best of 5 settings:

- number of bans: 4
- ban timer: 20
- Number of rounds: 12
- attacker/defenders 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
- damage handicap: 100
- friendly fire damage: 100
- injured: 20
- sprint: on
- death replay: off
- Tactical time out
- request available per team: 1
- allow request from: players
- time-out duration: 45

Game mode settings:

- plant duration: 7
- Defuse duration: 7
- fuse duration: 7
- defuser carried selection: on
- preparation phase duration: 45
- action phase duration: 180

• Leaving Voltage League

Teams that are leaving voltage league without letting us know the following rules apply for:

- by leaving voltage league, you FF all the matches (also the matches you have already played)
- you also FF the prizepool you have accumulated over time to be redistributed towards to active participants.
- the team will not be able to participate in the next season
- the replacement team may only reply upto the previous 3 matches if agreed with the server team
- a spot can only be sol to another team or organization if agreed upon with the server team
- There is no refund with the entry fee.

Osa; Tough Partaker (2021 EUL Bundle)

Pulse; Seasoned Contender (Y5S4), Beating Heart (SI 22)

Sledge; Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)

Smoke; Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)

Tachanka; SI 2021 VIP

Thermite; Competitor Thermite (SI 2020) Thunderbird; SI 2022 VIP

Twitch; Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)

Valkyrie; SuperJock (2021 NAL Bundle)

Ying; Prestigious Heritage (2021 APAC Bundle) Zofia; Soaring Flame (SI 22)

• Match procedure

- Line up

we used this format in the stage 3 and 4. For each team, the line-up must be confirmed on Discord before 15:00 CEST. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 60 minutes of delay. The line-up must be confirmed in the dedicated Discord channel provided by the tournament referees.

- Deadline mapban

We used this for stage 3 and 4. For every match, the map-bans must be completed 1 hour before your own match on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay. THIS WILL ONLY COUNT FOR THE "GUILTY" PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. WE ADVISE YOU TO CONTACT AN ADMIN AT LEAST 30 MINUTES BEFORE DEADLINE TO SHOW INITIATIVE Map bans must be done through the map pick/ban feature on your match chat in OPL website

- No-show

Any team not ready in the lobby within 15 minutes of the allocated match time, will have forced to **forfeit** the match this also applies to the qualifiers. If there any know issues wich may cause a no show situation or occur, request a emergency reschedule and then the staff team go discuss this if that is possible

- Map ban

- Best of 1 format**

- team A bans
 - team B bans
 - team A bans
 - team B bans
 - team A bans
 - team B bans
 - team A bans
 - team B bans
 - Team A picks side
 - Decider

Best of 3 Format

- team A bans
- team B bans
- team A bans
- team B bans
- team A pick
- team B pick
- team A bans
- team B bans
- Team A picks side
- team B pick side
- Team a picks side
- decider

best of 5 format (unlimited overtime)

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

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.

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"

• Rehost

rehost can occur in the following cases:

- Any issue before the action phase starts.
- Player cannot move (rehost within 120 seconds of the action phase if no one took damage) - Game mechanic not working as intended (rehost within 120 seconds of the action phase if no one took damage)
- Disconnect/hardware/software problems (rehost before the end of the preparation phase) - Observer issue (rehost within 120 seconds of the action phase if no one took damage) Each team has the right to request 1 rehost per map. Any other rehosts need to be approved by the referees

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bombsite and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

• Tactical time-out

a tactical time-out is allowed per map for each team. If the game is streamed by the official voltage league twitch account, this has to be requested and accepted by the observer all of the time, if this is not the case this has to be requested in the in game chat. Both teams are aware of the break. This time out is allowed but permitted to max, 45 seconds.

• Break length

matches of less than 2 maps will be permitted a max of 10 min unless otherwise indicated by the voltage league admins. Break lengths for 2 maps or more is at the discretion of admins unless an other agreed time scale is suitable by both sides

Reporting results if there are no stream

matches that are not streamed by the voltage league stream team must provide screenshots of the final match results as well with every player in the game. As any other screenshots required

• Moss turn in

MOSS files must be kept for a minimum of 14 days

-your moss must always be uploaded to you match on OPL this must be done before 2:00AM - If moss files are not shown in time, or the admin team has not been notified that a particular MOSS file may not work, this also will result in a FF loss

• Prohibition

• bugs glitched and exploits

the use of any unauthorized bugs, glitches or exploits as listed below.

- Using equipment or defusing through a destructible surface
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere
- 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

• Prohibited Programs

prohibited programs, as listed below are not permitted throughout the voltage league for any reason. If you are found to be in use of the following, the most appropriate sanction will be applied to the player and if necessary, to the team in question, as identified in the provisions below.

• Banning programs

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.

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 entire Team:

- TeamViewer
- Parsec
- RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop
- Windows VPN
- NordVPN
- ProtonVPN
- OpenVPN
- Tor Network

• Use of Marcos, Lua, Vpn

The use of marcos, lua, vpn is strictly forbidden throughout voltage league. If found to be in use of any of above during a match in your moss, the player in question will be banned from the remaining season while team sanctions will be discussed between admins and the team in questions.

• Use of cheating programs

the use of any cheating programs is strictly forbidden throughout voltage league. Cheating programs can include but are not limited to: aim hack, mulithack, esp, sound enhancement, coloured models, no recoil and no flash. If found to be in use of any cheating program the player in question will be banned from play for the remaining season while team sanctions will be discussed between voltage league admins and the team in question.

- if, at any time you feel unconfident in programs you wish to use during a match, confide with the league admins through a ticket or dm with the program in question and how you wish to use the program. If said program is of extreme advantage judge by admins, the program will instantly banned with no further inquiry

- attempts to imitate hacking or cheating will result in temporary suspension or potential ban from voltage league from the remaining season with nu further inquiry unless otherwise indicated by admins

- if any of the players accounts have been previously banned or suspended by battle eye, fair fight or any other ani cheat supported by the game, the player will be banned from voltage league for the remaining season with no further inquiry unless otherwise indicated by admins

- if any players accounts have been previously banned or suspended by faceit esl or other official Ubisoft tournament organizers, the player will be banned from voltage league for the remaining season. With no further inquiry unless otherwise indicted by admins

• Probation Sanction and penalties

• Definitions

Playing with an unregistered player

any registered user who attempts to play the match an unregistered uplay account under players slots in OPL and Discord. Exceptions may occur where a user account is under unauthorized possession where they may be able to use an unregistered uplay account by admins permission

Playing under same uplay account as different user

originally registered user who successfully logs into and plays under the account in question

Playing with wrong game account

any attempt made to play a match under an unregistered game account name

if it is active or not multiply forfeits in a time

a team that's unable to play or get a full squad for multiple games in a row will be DQ from the league to reserve fairness in all games played for the other in the league

• matchfixing

any agreements made to alter the end results of a match so that a set team is either made to win, draw or lose by purpose, admins is permitted to apply their judgement on what is deemed match fixing

• Fake results

any participant that incorrectly enter a matchup results

fake tampered match evidence/media (MOSS)

any participant who provides admins with illegal evidence or media when requested

- **use of banned programs**

if it is active or not any use of the listed unauthorized programs

- **forfeit**

-if you FF a game you get a prizereduction on the prizepool of 5% everytime you FF
-receiving a DQ results is a 7-0 loss for each map and does not provide roster changes that a forfeit would allow

- **disqualification**

receiving a DQ results is a 7-0 loss for each map for every match they have played

- **Probation**

when a player has been released from their appropriate sanction, they will be placed on probation where they will be closely monitored as to their behaviour, gameplay or other reasons depending on the situation at question. The length of probation is at the discretion of the admins

- **Penalties**

common penalties include, but are not limited to: receiving a DQ and the players involved to receive playdays ban. This may also include the captain if it is assumed they had knowledge of the incident prior to investigation/decision.

Appeals

any and all parties are limited to 2 ban/sanction from appeals before being forbidden from any further formal appeals, for an indefinite period of time. The league may forfeit you right to a 2nd

Esport programs & Pro league battle dress uniforms and headgears permitted in comp play

During Voltage League' 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:

- 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

Using any battle dress uniforms and/or headgears that are not permitted will result in a warning for first offense and a round loss for any additional offenses. Weapon skins, weapon charms and operator background cards are not subject to any restriction.

Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.