



**PRO SERIES**

**2024**

# PBX PRO SERIES R6

## Rule Book

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Version 1.0.0

[PBX PRO SERIES HYPERLINK](#)  
["https://discord.gg/9CrYfDebHk"](https://discord.gg/9CrYfDebHk) R6 HYPERLINK  
["https://discord.gg/9CrYfDebHk"](https://discord.gg/9CrYfDebHk)LEAGUE

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## MOSS Anticheat

- **MOSS IS REQUIRED** on a challenge-only system. Each team has the ability to dispute player performance if it's likely there is cheating and that they have opened a [Ticket](#) to open a protest within a half hour time-frame after the game concludes.
- MOSS files are not compulsory and they're only if a competitor challenges another competitor with sufficient evidence.
- MOSS files are to be kept for the entirety of the season to be called upon whenever.
- MOSS files must be submitted within an hour timeframe of when is asked.

## Acceptance and Modification of the Rules

### 1.1 Acknowledgement and Acceptance of the Rules

#### 1.1.1 Teams, Team Staff and Players

Each Team Representative/Organization, Player, and Team Staff must read, acknowledge, and accept these Rules, and agree to always abide by them to remain eligible to participate in PBX PRO SERIES R6. A definition of the term Team Representative/Organization, Player and Team Staff may be found in Section 4.1 of this Rulebook. By accepting these Rules, each of them consents to the Penalty Index and to PBX and/or the Tournament Organizer's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Penalty Index. The Rules may be accepted either through the registration process of PBX PRO SERIES R6 competition or deemed accepted when a Player or its Team enter and participate into any match of the PBX PRO SERIES R6 Competition. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

### 1.1.2 Tournament Organizers

Any and each Tournament Organizer contracted by PBX PRO SERIES for the operation of a competition part of PBX PRO SERIES R6 is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

The term “**Tournament Organizer**” refers to the entity that organizes and produces the broadcast of a competition part of PBX PRO SERIES R6 via:

- Its “**Administrative Staff**”, which refers to the Tournament Organizer’s staff in charge of enforcing the Rules applicable to PBX PRO SERIES R6, as well as the Specific Rules of the competition taking place. Administrative staff also serves as a point of contact for Teams regarding any question related to PBX PRO SERIES R6 or the competition, and to report any breach of the Rules.
- Its “**Production and Broadcasting Staff** » which refers to the staff employed or contracted to operate, broadcast, or livestream PBX PRO SERIES R6 or any associated content.

For some competitions of PBX, the Tournament

Organizer is PBX

## 1.2 Modification of the Rules.

### 1.2.1 Modification of the Rules and PBX PRO

#### SERIES R6 Format.

To ensure that PBX PRO SERIES R6 is operated in the protection of an interest that PBX PRO SERIES considers material to preserve the values, legitimacy, and integrity of PBX PRO SERIES R6, or to comply with any applicable law, PBX may amend or supplement these Rules with or without prior notice. PBX may also change the format of the PBX PRO SERIES R6 defined in Section 2, a reasonable notice before the end of the Season. The Tournament Organizer may modify the

Specific Rules in accordance with the same principles, subject to PBX PRO SERIES R6 prior review and approval of such modifications in each instance.

### **1.2.2 Notification.**

Any modification of the Rules or PBX PRO SERIES R6 Format will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog post linking to a revised version of the Rules, or by sending a message directly to the Point of Contact designated by each Team.

By default, the Team Manager is the official Point of Contact of a team, i.e., the only person able to execute official communications for the Team unless in cases of emergency. The Point of Contact of a Team shall be limited to one person representing the Team,

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

## **PBX PRO SERIES R6 Definition and Levels of Competition**

### **2.1 PBX PRO SERIES Community Events and Tournaments**

Outside of PBX PRO SERIES R6 And associated competitions, PBX PRO SERIES R6 will host community events and separate tournaments that will abide by terms and conditions of this rulebook. For each event or tournament, a separate ruleset may be adopted by the tournament organizer, and this information will be disseminated to teams prior to the competition's start.

### **2.2 Entry Fees**

Entry Fees will be done through OPL as it will allow you to sign up and check in instantly for an easy registration process. More infos on the OPL Page at the info Tab

## 2.3 PBX PRO SERIES R6 Format - Season 5

### Qualifier

#### **Points System Top 16 Qualifier to the Groupstage**

Qualifier 1: Single Elimination Bracket

Qualifier 2 : Single Elimination Bracket

Qualifier 3 : Single Elimination Bracket

1 Place 100 Points 2 Place 75 Points 3 Place 45 Points

### **Group Stage**

4 Groups with 4 Teams Double Elimination Bracket

Upper Bracket Games Bo1

Lower Bracket Games Bo3

2 of each Group Qualifier for the Playoff

### **PlayOffs**

8 Teams Play in a Single Elimination Bracket

Quarter-Finals (Bo3)

Semi-Finals (Bo3)

Grand Final (Bo5)

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### **Prize Pools**

*Depending on the number of participants*

## **2.4 Qualifiers**

### **2.4.1 Roster Locks | Roster Information**

- 24 hours before each qualifier you are competing in, your roster will lock completely with no additions allowed.
- Teams are allowed to have 2 subs and 5 main roster players per qualifier.

## **Conditions for Participation**

### **3.1 Player and Team Staff Eligibility**

Players and Staff participating in PBX PRO SERIES R6 and its associated competitive events are only eligible to compete for a single roster. To clarify, players or staff will be barred from competition if they are present on multiple rosters competing simultaneously in PBX PRO SERIES R6 Even if their participation would be in different leagues. Players and team staff will become eligible for competition once they have been removed from the additional rosters. Any matches in which an ineligible player participated will be reviewed by staff and may be subject to forfeiture of points/match result.

### **3.2 Compliance with the Rules**

Players and Team Staff will be eligible and remain eligible to compete in PBX PRO SERIES R6 With their Team if they agree to be bound to and abide by the Rules and comply with the eligibility requirements set forth in this *Section 3.1 and 3.2.*

### **3.3 Age**

Each Player and Team Staff must be 16 years old or older, as stated on their official government issued documentation, at the time of their first match in PBX PRO SERIES R6 to be eligible to participate.

### **3.4 Residence**

Teams competing in PBX PRO SERIES R6 Are not bound by residency requirements. All NA teams are welcome into PBX PRO SERIES R6 competitions.

### **3.5 No Competitive Suspension**

A Player and/or Team Staff may not participate or be involved in any competition of PBX PRO SERIES R6 if such Player and/or Team Staff is subject to a competitive suspension issued by PBX PRO SERIES R6 Or the Tournament Organizer of said competition, preventing such Player and/or Team Staff from participating in a competition of the PBX PRO SERIES R6. - Any player banned in MukBang is carried over to PBX PRO SERIES.

### **3.6 Username**

Players IGN must be evident of which player is who. (Ex... If your R6 name is Juabol your IGN must be Juabol and not something such as Brufol)

### **3.7 Account Eligibility**

- A player must play on an account over the level of 125.
- Players are not permitted to play on their “alternate” accounts.
- If a player has been banned for cheating on an alternate account during or before a PBX PRO SERIES R6 event, that player will receive a suspension by admins discretion.
- If a player has been banned for cheating on their designated main account, they will be no longer eligible for PBX PRO SERIES R6 events.



# Team Composition & Transfers

## 4.1 Players' Roles & Roster Definition

## 4.2 Minimum Team composition

Each Team shall always have the following Team composition during the Season to remain eligible to participate in PBX PRO SERIES R6 (roles can be cumulated unless specified otherwise):

- One **Team Manager** who may serve as Point of Contact with the Tournament Organizer(s), And PBX PRO SERIES R6 for logistics and league operations purposes.
- Five **Players** set as the Starters of the team's roster.

## 4.3. Additional Team composition

A Team may have the following additional Team Players and/or Team Staff:

- Up to two additional **Players** set as the substitutes of the team's roster.
- Additional team staff such as a coach or analyst that are not considered for competition and will not be required to be registered as a member of a team's roster.
- Players are not allowed to be rostered on more than 1 team in PBX PRO SERIES R6.
- If an organization has more than 1 team in a PBX PRO SERIES R6 event, one must be designated as the "Main Team" the Main Team is able to designate 3 players from the "Academy" team as a sub for the Main Team. (This will not take away the extra 2 subs that the team already is eligible for) - This action must be communicated with PBX PRO SERIES R6 staff.

## **4.4 Insufficient Number of Players and Emergency Substitutes**

If a Team is not able to have five players participating in a particular match of PBX PRO SERIES R6, including through calling a Substitute, the Team can exceptionally request to play with an Emergency Substitute. An “Emergency Substitute” is a person exceptionally authorized to compete with a Team that they are not registered with and will incur a penalty of no less than 1 round for every map played. Authorization for a Team to compete with an Emergency Substitute is always subject to PBX PRO SERIES R6 and to the Tournament Organizer’s approval and is subject to the following limitations:

- Emergency Substitutes must meet all eligibility requirements presented in **Section 3**
- An Emergency Substitute cannot have been registered with another Team that is participating in PBX PRO SERIES R6. This applies across all competitions offered by PBX PRO SERIES R6.

## **4.5 Player Transfers and Roster Lock**

### **4.5.1 Transfer Rules**

Following qualification for competition in the regular season of PBX PRO SERIES R6, players are allowed to be transferred, added, or substituted to a roster for competition up to 24 hours before the start time of their designated match or event start time.

### **4.5.2 Transfer Process**

- Adding New Players: New players can be added to the roster freely using the OPL so long as the team does not currently have 7 members on its roster.
- Transferring Players: Transferred players can be added to the roster in the same manner as New Players, but the incoming player(s) will remain ineligible for competition until they are removed from their previous roster.

### 4.5.3 Transfer Limitations and Roster Locks

<b>Players</b>	The term “ <b>Players</b> ” refers to all players (Starters or Substitutes) participating in PBX PRO SERIES R6
<b>Roster</b>	The Term “ <b>Roster</b> ” refers to a group of 5 to 7 Players (5 Starters and up to 2 Substitutes) registered to compete in a competition of PBX PRO SERIES R6.
<b>Starter</b>	A “ <b>Starter</b> ” is a Player of a Team’s Roster. Any Roster must have 5 Starters to be validly registered to compete in any given competition. Generally, the 5 Starters of a Roster shall be the ones playing in PBX PRO SERIES R6 Matches.
<b>Substitute</b>	A “ <b>Substitute</b> ” is a Player of a Team’s roster. Any Team may register up to 4 substitutes per Roster (see section 4.3). A Substitute can replace one of the Team’s Starters in a match as outlined in <b>Section 5.3.1</b> .
<b>Emergency Substitute</b>	An “ <b>Emergency Substitute</b> ” is a player that is requested for competition outside of normal substitution guidelines. Whenever an E-sub is utilized in competition, a minimum penalty of 1 round will be applied in every match participated in.
<b>Team Manager</b>	The term “ <b>Team Manager</b> ” shall refer to the person responsible, in the Team, for assisting Players in the administration and logistics of their participation in PBX PRO SERIES R6. He is usually the most appropriate person to be appointed as the team Point of Contact instead of the Team Owner himself.

- During the regular season, rosters will become locked 24 hours prior to the start of an official match regardless of this match being self-scheduled or broadcasted.
- During events that fall outside of the regular season (Group Stage/Playoffs), rosters will remain locked, and no additions or transfers will be allowed for the duration of the event.
- Teams may appeal to staff for exceptions, but PBX PRO SERIES R6 and the

Tournament Organizer reserve full discretion to accept or deny an appeal for any reason.

- In the “off season” teams are not held under any limitations for roster changes. However if a Team Manager or Team Owner has changed you are required to let staff know for future season logistics.
- If a team goes over its allowed amount of roster changes, they are still eligible to play, however, for every roster change you go over the allowed amount you will FF a round per player in each Map.

## **Rainbow Six: Siege Competitions Operation and Administration**

### **5.0. Technical Issues**

If a player on either team crashes a Technical Pause is employed until the player is able to rejoin. A Technical Rehost is only used if a player is not able to rejoin back into the game. A Technical Rehost does not take away a rehost from either team

#### **5.0.1 Ping Restrictions**

- Ping Limit: Players must maintain a ping of under 120ms.
- Ping Rehost: A rehost is permitted to be called upon if a player sustains above a ping of 120ms for 10 seconds.
- High Ping Penalties: Continued high ping will result in map forfeiture and player replacement.

#### **5.0.2 Match Delay Details**

- Match Delay: Constant delays will result in forfeiture unless valid reasons are provided to staff.
- If a player crashes multiple occasions due to non server related issues, at staff's discretion that player may be forced to get replaced and resulting in map forfeiture.

## 5.1 Game Rules

Rainbow Six Siege is a 5vs5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives. All competitions of PBX PRO SERIES R6 Are played on PC.

### 5.1.1 Match format

A Match of Rainbow Six: Siege can be played as a best of 1, best of 2, best of 3 or best of 5 maps depending on the Specific Rules of the Rainbow Six competition it is part of.

## Left Blank Intentionally

### 5.1.2 Match settings

The following match settings be applied consistently across all

competitions of the Rainbow Six Circuit: • By default, the host of the game should be the observer or a commentator.

• A game must be hosted with the following settings for the corresponding match format:

	Best Of One	Best Of Two	Best Of Three	Best Of Five
Game mode	<b>Team Deathmatch Bomb</b>			
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	3	3	3	3
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

#### 5.1.2.1. OPL Match Requirements

Match replay must be turned on in OPL, a team turning off match replay will result in an automatic FF.

### 5.1.3 Maps and

#### Operators

#### 5.1.3.1.

#### Map Pool

The official map pool for competitive play in the PBX PRO SERIES R6 is constituted of 9 maps. At the end of the Season, PBX PRO SERIES R6 may change some of the maps in the map pool. Tournament Organizers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next Stage or Season.

The current map pool is constituted of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- KAFE
- LAIR
- SKYSCRAPER
- NIGHTHAVEN
- CONSULATE

### 5.1.3.2. Map Bans

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; 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:

Winner of the coin toss can decide on having side selection for whichever map is selected or decide which team will ban a map first. The loser of the coin toss gets to make the other decision.

Map bans must be done at least 20 minutes before gametime.

Map Ban Sequence	
<b>Best of One</b>	Coin toss, winner either chooses “side selection” once a map is selected or “who bans a map first”. A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
<b>Best Of Two</b>	Coin toss, winner either chooses “side selection” once a map is selected or “who bans a map first”. “Side selection” goes to the other team for the second map. B Ban – A Ban – B Ban – A Ban – B Ban – A

	Map pick – B Ban – B Ban – B Map pick
<b>Best Of Three</b>	<p>Coin toss, winner either chooses “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.</p> <p>A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider</p>
<b>Best Of Five</b>	<p>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.</p> <p>A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Pick – B Pick – A Decider</p>

**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”.**

**5.1.3.3. Operators, Gadgets, Equipment, or Attachments**

PBX PRO SERIES R6 Reserves the right to ban specific operators, as well as gadgets, equipment, or attachments they may have, from time to time, to guarantee a fair competition, and if PBX PRO SERIES R6 Reckons that it contains a bug, creates imbalance, or has a game-breaking effect on competitive play. Tournament Organizers are responsible for notifying all Teams competing in their programs of such ban once notified by PBX PRO SERIES R6.



#### **5.1.3.4 Cosmetics**

During PBX PRO SERIES Competitions' official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX C.

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

PBX PRO SERIES R6 Reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the relevant tournament organizer.

#### **5.1.3.5 Map Intermissions**

A required 5 minute break between each map is required, unless both teams and to continue overriding the 5 minute break.

Coaches are permitted to talk to their team between maps during the 5 minutes.

### 5.1.3.5 Usage of bugs or in-game exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of the **PBX PRO SERIES R6 is available here and will be updated by PBX PRO SERIES R6 From time to time. Any bug exploits** or in-game exploits not currently indicated in this list shall be escalated to PBX PRO SERIES R6 and/or the Tournament Organizer so that PBX PRO SERIES R6 can investigate as to whether such bug exploits, or in-game exploits must be barred from usage in any competition of PBX PRO SERIES League.

These are known unintended mechanics that have been approved for use in the PBX PRO SERIES and, unless a new variation or change impacts these, Teams may implement them.

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser 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

These are known unintended mechanics that have been banned for use in the R6C and, at minimum, will carry an immediate round loss and/or further Sanction(s).

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shoot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 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 normal
- 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

### **5.1.4 Tactical Timeouts**

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. To request a Tactical Timeout, the team needs to notify the observer or enemy team (self-scheduled matches) during the operator pick phase. Upon notification, the game will be paused and a 45 second timer will start during which the Coach will be allowed to communicate with Players of his or her Team. Once the 45 seconds have elapsed, the communication between the Coach and the Players must be discontinued, and the game will resume.

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players and will be subject to the same restrictions.

## **5.2 Good sportsmanship Rules**

Additionally, to all rules and mechanics established in the game Rainbow Six: Siege, competitive play in PBX PRO SERIES R6 is subject to the following good sportsmanship rules:

- Teams and Players are expected to always perform and play at their best during any match, and to avoid any behavior inconsistent with principles of honesty, and fair play
- Intentional team killing is strictly forbidden
- Spawn Killing (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden

## **5.3 Competition Rules**

Each competition of PBX PRO SERIES R6 may be operated by different Tournament Organizers, or by PBX PRO SERIES R6 itself for a certain part of PBX PRO SERIES R6. Depending on the location, duration and format of the competition, rules pertaining to the organization of PBX PRO SERIES R6 Competition may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics identified in this section, and must make such rules and guidelines available to Teams before the start of the competition they oversee:

### **5.3.1 Player Substitution**

During a Bo3 or Bo5 series, teams may request that 1 or 2 players be exchanged for a substitute that is already on the roster. Substitutions are prohibited while a map is in progress unless an exception is granted by PBX PRO SERIES R6 and/or the Tournament Organizer and/or the opponent. Teams are limited to 1 exceptional Emergency Substitute during a match series if approved by PBX PRO SERIES R6 and/or the Tournament Organizer.

If a team is in need of an emergency substitute, such team must communicate with PBX PRO SERIES R6 staff that an E-Sub is put in place for said map and or match.

## **5.3.2. Standardized Competition Rules**

To facilitate esports operations across all matches and events while creating a consistent competing environment, the following rules are standardized.

### **5.3.2.1 Tie breaker rules**

Ties for all matches are broken by looking at the following elements sequentially:

1. Round difference
2. Head-to-head
3. Match win percentage
4. Round win percentage
5. Tiebreaker match

## **5.4 Team & Staff Rules**

### **5.4.1. Coaching Rules. Do's & Don'ts**

#### ***Do's***

- Talk to the team between maps, during rehosts, and tactical timeouts.
- Watch players through discord of each players POV
- Communicate with Staff over league troubles mid game.

#### ***Don'ts***

- Talk to your team mid-round
- Spectate in game

## 5.5 Game Day

### 5.5.1. Scheduling

Match channels in discord will open up 24 hours before the start of the respected time window for that game. Once a time is set and agreed upon you are not allowed to change date or time **48 hours before your designated game time** without the approval or help of an admin.

### 5.5.2. Gametime

To ensure a smooth and fair gaming experience in PBX PRO SERIES Discord, please adhere to the following guidelines:

Team Coordination:

- Each team will select a designated Voice Channel (VC) for communication during the game. This VC will be your team's hub for the entire match.
- Coaches are permitted to communicate with their teams only during their allotted times. Monitoring will be in place, and non-compliance will result in penalties.

Game Schedule Compliance:

- Teams are required to assemble in their chosen VC 10 minutes prior to the scheduled start time.
- A grace period of 10 minutes post the scheduled start time is allowed for late joiners.
- Teams failing to gather within this timeframe will face a Forced Forfeit, with the team having the fewest players present being disqualified.

Software Compliance:

- All participants must have the MOSS anti-cheat software active during gameplay.
- Be prepared for random MOSS checks. Inability to provide proof of MOSS running will lead to a temporary ban from play.

Administrative Oversight:

- Game administrators reserve the right to enter any team's VC at any given time for oversight purposes.

### 5.5.2.1. Casting Gametime

- Teams are required to assemble in their chosen VC 20 minutes prior to the scheduled start time.
- Players will be granted a 5 minute grace period unless an issue arises.
- To maintain the integrity of the game schedule, it is crucial that all players join the designated lobby at least 5 minutes before the scheduled start time. Failure to do so may result in disciplinary actions to uphold the competitive spirit of the tournament.

### 5.5.3 Moss File Requirement In Game

**Effective immediately, random moss checks will be conducted throughout the season.**

- All players must be ready to release their moss to staff upon request for any game
- You are required to keep your moss for the entire season
- Only at the conclusion of the season are you allowed to delete your moss.
- Moss files sent to administrators must remain closed and have never been opened. Opened moss files are constituted as tampered with, and will result in a no questions asked suspension.
- Failure to provide your moss when requested will result in potential suspension. It is crucial that everyone complies to maintain a level playing field.

## ***Sanction(s) & Penalties***

### **6.1 Definition & Scope of Punishment**

Infringement of any of the rules, requirements and obligations presented in the **Rulebook** or **Specific Rules** may trigger competitive Sanction(s) and penalties.

Sanction(s) and penalties for each type of infraction are categorized in the Penalty Index.

The Penalty Index indicates for each type of infraction a range of Sanction(s) from minimum to maximum, as well as a limitation period which will run from the notification or discovery of the infraction (whichever occurs the latest) and

during which infractions may be penalized under the Penalty Index. The Penalty Index shall not be considered exhaustive, and PBX PRO SERIES R6 may penalize other behavior if considered in good faith to be in breach of the Rules.

Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to temporary and definitive suspension period(s) for a Team, Player or Team Staff member, round loss, map, or match forfeits etc...

<b>Description</b>	
Competitive Warning	Lowest form punishment, a simple warning given to the Player or Team
Competitive Suspensions and Ban	A Player or Team can be temporarily barred from competing in any PBX PRO SERIES R6 Competition or in exceptional cases, if the gravity of the infraction justifies it, banned from PBX PRO SERIES R6 Permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive. In addition, a Player or Team may be temporarily barred from competing in any PBX PRO SERIES R6 Competition while PBX PRO SERIES R6 and/or the Tournament Organizer investigate, including through a third-party investigator if deemed necessary by PBX PRO SERIES R6, in case of reports of Misbehavioural Incidents (as defined in Section 6.3 below).
Competitive Penalties	Certain infractions perpetrated by a Team and/or one of its Players' may be penalized by a round loss, map loss or match forfeit depending on the severity of the infraction, as illustrated in the Penalty Index.

PBX PRO SERIES R6 Reserves to right to proceed with any other penalty method in relation to the infraction and PBX PRO SERIES R6 Reserves the right to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if



justified by the severity of the infraction. All infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

## **6.2 Notification and enforcement**

Whether it is PBX PRO SERIES R6 Or the Tournament Organizer who defines Sanction(s) for a Team or Player, the Sanction(s) will depend on the type of infraction, as defined in the Penalty Index:

- Sanction(s) for infractions of category 1 will be issued and notified by Tournament Organizer officials to the Team's Point of Contact
- Sanction(s) for infractions of category 2 may be discussed between the Tournament Organizer and PBX PRO SERIES R6, and the Sanction(s) will be notified by PBX PRO SERIES R6 Leadership to the Team's Point of Contact. PBX PRO SERIES R6 may issue preliminary conservative measures (including Player and/or Team temporary suspension for the duration of the investigation) in case of reports of severe infractions of category 2.

Regardless of the category of the infraction, PBX PRO SERIES R6 Will be notified by the Tournament Organizer for all infractions occurring in PBX PRO SERIES R6. Unless requested otherwise by PBX PRO SERIES R6 or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact and PBX PRO SERIES R6 and/or the Tournament Organizer's administrative staff.

## **Prize Payment**

### **7.1. Recipient and release**

All prize money will be paid within 10 business days after the end of any competition where such prize money has been won. In most cases, the prize money will be paid by the Tournament Organizer in charge of the PBX PRO SERIES R6 Competition it operates. The Tournament Organizer will communicate to the Team Manager of each Team the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning entity to process payment. Uncomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Team capability and obligation to provide a proper payment reception method, a valid invoice, and information requested (e.g. Fiscal ID, Fiscal ID Type, place of registration, legal

entity name appearing on income tax return), as well as the issuing bank payment capabilities.

Note: Payments must be made to a team manager that resides in the EU

## 7.2 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.

# Miscellaneous

## 8.1. Reserved Rights

### 8.1.1. Exclusive Rights

PBX PRO SERIES R6 is the exclusive owner of the intellectual property and trademarks PBX PRO SERIES R6 And any tournament there of. These exploitations rights include the non-exhaustive exclusive rights to:

- **Use the trademark PBX PRO SERIES eSports League** in connection with a competition part of PBX PRO SERIES R6.
- **Grant to third parties the exploitation rights with regards to audiovisual content produced in any competition part of PBX PRO SERIES R6.**
- **Secure sponsorships and grant merchandising rights** in connection with PBX PRO SERIES R6 Or any competition thereof.
- **Consent to gambling or betting operations** on any element of a competition part of PBX PRO SERIES R6. For sake of clarity, PBX PRO SERIES R6 may decide at its sole discretion whether to grant access to its official league data for the purpose of allowing wagering on the outcome of any PBX PRO SERIES R6 Matches. PBX PRO SERIES R6 Expressly reserves any such rights, including without limitation any access to such data from PBX PRO SERIES R6 Private or public API gathering in-game statistics of Players and Team partaking in PBX PRO SERIES R6.

### 8.1.2. Tournament Organizer Rights

Each Tournament Organizer is mandated and instructed by PBX PRO SERIES R6 For the organization of a competition in PBX PRO SERIES R6 and is contracted by PBX PRO SERIES R6 to exploit or exercise any of the rights mentioned above.

### **8.1.3. PBX PRO SERIES R6 Live Streaming Policy**

PBX PRO SERIES R6 is the sole owner of the broadcasting rights of any competition of PBX PRO SERIES R6, including online and offline competitions of PBX PRO SERIES R6, and may decide at its sole discretion to license these rights to a Tournament Organizer or to any third-party broadcaster. Any person interested in obtaining a license from PBX PRO SERIES R6 to broadcast any PBX PRO SERIES R6 Competition shall reach out to PBX PRO SERIES R6 Leadership to do so.

Matches that are not scheduled to be broadcasted by PBX PRO SERIES R6, a Tournament Organizer, or a Third-Party Broadcaster may be streamed on individual channels so long as the broadcast does not indicate in any way that the streamer is an official representative of PBX PRO SERIES R6 League or PBX PRO SERIES R6. Streams are required to have a minimum of a 3-minute delay, and failure to follow this guideline will result in penalties to be determined at PBX PRO SERIES R6's discretion.

## **8.2. Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of PBX PRO SERIES R6 Or any competition thereof, made either through written instruments or verbal communication, made between PBX PRO SERIES R6 and/or the Tournament Organizer and/or any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of PBX PRO SERIES R6.

In addition, Players and Team Staff attending in person a competition part of PBX PRO SERIES R6 May be exposed to content that has not yet been officially revealed by PBX PRO SERIES R6 to the public and which may be considered as confidential information (as for e.g. scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by PBX PRO SERIES R6 to the general public). Any disclosure of such content by any means by a Team Staff and/or any Player, even accidentally, may constitute a breach of confidentiality likely to cause PBX PRO SERIES R6's material harm and expose the person involved to Sanction(s), in addition to any other remedy that PBX PRO SERIES R6 May have at law or otherwise".

## 8.3. Teams and Players Name, likeness, and logo

### 8.3.1. Teams and Players Name & Likeness

By accepting these Rules and in consideration of the exposure obtained through their participation in PBX PRO SERIES R6, and any other consideration otherwise provided by PBX PRO SERIES R6, Players and/or Team Staff authorize and grant to PBX PRO SERIES R6 and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to use their name and likeness in association with PBX PRO SERIES R6 Without restriction.

### 8.3.2. Teams Logos

As a material condition for its participation into PBX PRO SERIES R6, each Team grants PBX PRO SERIES R6 and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant sublicenses) to use the Team's name and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "**Team Elements**") in the Records. The Team Elements shall be communicated by the Team to PBX PRO SERIES R6 Either during the registration process or at PBX PRO SERIES R6's request during PBX PRO SERIES R6 Exploited by PBX PRO SERIES R6 In the conditions set forth below.

### 8.3.3. Scope of the License

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by PBX PRO SERIES R6, its affiliates and/or any third party authorized by PBX PRO SERIES R6 and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with PBX PRO SERIES R6 And any associated promotional activities. For sake of clarity, these rights shall include the following:

(i) making available digital or wireless distribution of the Records over the Internet, either by download or streaming, webcast or otherwise through online distribution, including video on demand (VOD) systems; and

(ii) broadcasting by any means the Records, including through any form or method of transmission by radio and television; and

(iii) marketing, sale of media rights of the Records, advertising, obtention of sponsorship and promotional events in connection with PBX PRO SERIES R6 And other events related thereto; and

(iv) inclusion on social media sites and posts (for example Facebook, Twitter, and YouTube) and editorial content of PBX PRO SERIES R6 and related promotional events; and

(v) incorporation to or association with any promotional or editorial content of PBX PRO SERIES R6 and/or its affiliates or a third party licensed by PBX PRO SERIES R6 and/or its affiliates, as well as the right to create promotional and marketing materials related to PBX PRO SERIES R6 And/or PBX PRO SERIES R6 Activities.

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any PBX PRO SERIES R6 Match and/or any portion hereof.

## **8.4. Sponsorships and Product Placement**

During the live broadcasts of PBX PRO SERIES R6, Players and Staff are not allowed:

(i) To display or otherwise endorse any other brand aside of their own Team's name in their nickname used in game. (ii) Display the logo of their Team's sponsor other than on their team jersey and clothes

(iii) Operate any kind of product placement or make any statements/perform actions that may be perceived as PBX PRO SERIES R6 Endorsing a certain product or services, unless explicitly approved by PBX PRO SERIES R6.

## **8.5. Approval Process**

Any approval from PBX PRO SERIES R6 Or the Tournament Organizer in the Rules, as requested in the Rules, must be requested as follows:

- The Team Manager shall contact PBX PRO SERIES R6 Or the Tournament Organizer officials by discord explaining the nature of their request through an official ticket; then
- PBX PRO SERIES R6 Or Tournament Organizer officials, depending on the nature of the request, will make their best efforts to review the request and provide an answer within 48 hours

- If no answer is provided within 48 hours, the request will be considered disapproved

## 8.6 Refund Policy

All entry money that is received will go to Prize Pool, Staff Payments, Production Team, and others. Keep note this is a non profit league, Knowing this all entry fees that are received are not allowed to be used as a personal benefit for the owner.

The refund policy is in effect once entry fees have been received. Once a team has paid we have a NO REFUND POLICY for all teams to keep the prize pool and fairness.

Type Of Infraction	Definition	Category	Minimum	Maximum
<b>Match Fixing</b>	Match-fixing may be constituted by the action of pre-determining, tampering, or attempting to influence the outcome of a match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).	2	6 Month Competition Suspension	Lifetime competition ban
<b>Match Throwing</b>	Match throwing may be the action of purposely avoid competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to losing purposely to obtain a lower seed	2	3 Month Competition Suspension	12 Month Competition Suspension

	<p>or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment Throughout PBX PRO SERIES R6.</p>			
<b>Cheating</b>	<p>Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of third-party software, any form of tampering with the game's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping) etc...</p>	2	12 Month Competition Ban	Lifetime Competition Ban
<b>Ringer Use</b>	<p>Usage of a ringer may be constituted by having a Player not part of a Team playing instead of one of the Players signed in the roster of said Team.</p>	2	6 Month Competition Suspension (Team/Org)	12 Month Competition Suspension (Team/Org)
<b>Betting On Matches</b>	<p>Placing any bet on any aspect of an PBX PRO SERIES R6 competition, whether</p>	2	6 Month Competition Suspension (Individual	12 Month Competition Suspension (Individual and/or

	using money, virtual currency, or anything with monetary value. This type of infraction often culminates with the infraction of match-fixing.		and/or Team/Org)	Team/Org)
<b>Bug Exploit</b>		1	Warning	6 Month Competition Suspension
<b>Breach of Competition Protocol</b>	Breach of competition protocol is defined as any breach of a match and competition process of a match as established in the Specific Rules of a competition as per Section 5.3 of the Rulebook. This may include requesting or causing unjustified pauses or delay to a match, noncompliance with uniform policy if one was set by PBX PRO SERIES R6 and/or the Tournament Organizer, not sharing online competition results with admins in a timely manner when requested etc...	1	Warning	Map/Match Forfeiture
<b>Unauthorized Match Communication</b>	Unauthorized communications may include any communication between Players and/or Team Staff outside of authorized timeframes. Authorized timeframes	1	Warning	Map/Match Forfeiture



	are defined by the Tournament Organizer in the Specific Rules of their PBX PRO SERIES R6 competition.			
<b>Non-Compliance with Admin/Staff Instructions</b>	Self-explanatory type of infraction	1	Warning	Map/Match Forfeiture
<b>Breach of Eligibility Requirements</b>	Shall mean any breach of Section 4.2 or Section 3 of the Rulebook.	2	Player Suspension up to 6 Months & Team Warning	Player Lifetime Ban & Map/Match Forfeiture
<b>Use of Player Added During Roster Lock</b>	Shall mean any breach of Section 4.5.	2	Player Suspension up to 6 Months & Team Warning	Player Lifetime Ban & Map/Match Forfeiture
<b>Failure to Show Up for Match</b>	Self-explanatory type of infraction	1	Map/Match Forfeiture	1 Season Competition Suspension (Team/Org)
<b>Breach of Confidentiality</b>	Shall mean any breach of Section 8.2.	2	Depending on the nature of the confidential information shared	Lifetime Ban (Player and/or Team/Org)

## ANNEX B

### ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY

The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the PBX PRO SERIES R6. Any new operator battle dress uniforms or headgear part of esports programs' cosmetics and released after this list's last update will be addressed on a case-by-case basis.

**Ace;** Heyday (Y6S4)

**Alibi;** Sharp Adversary (2021 North America League), Outstanding Performance (Y6S2) **Bandit;** Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)

**Blackbeard;** Septentrion (2020 NAL Bundle), Hardy Candidate (2021 LATAM Bundle)

**Blitz;** Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)

**Buck;** Elated Prodigy (2021 NAL Bundle)

**Capitão;** Athletics Professional (2021 LATAM Bundle)

**Castle;** NA Major (2021)

**Caveira;** Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)

**Doc;** Disciplined Contestant (2021 EUL Bundle)

**Ela;** Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)

**Finka;** Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)

**Flores;** Talented Strategist (2021 LATAM Bundle)

**Frost;** Sturdy Aspirant (2022 NAL Bundle)

**Gridlock;** Arduous Hardship (Y5S4)

**Hibana;** Triumphant Challenger (Y5S4), Competitor Hibana (SI 2020)

**Iana;** SI 2022

**IQ;** Doyenne (Y6S3)

**Jager;** Herculean (2020 EUL)

**Kaid;** One of a Kind (2020 EU Major Set)

**Kali;** SI 2022 Battle Pass

**Kapkan;** Eminent Unity (2021 EUL)

**Lesion;** Dedicated Athletics (2021 APAC), APAC Major (2021)

**Maestro;** *Studios Player (2021 EUL Bundle)*  
**Maverick;** *Record Breaking Stamina (2020 NAL Bundle)*  
**Melusi;** *Unending Endurance (2021 LATAM Bundle)*  
**Mira;** *Wild Exuberance (2021 LATAM Bundle)*  
**Mozzie;** *Competitor Mozzie (SI 2020), Split Squatter (SI 2022)*  
**Nomad;** *Spirited Victor (2020 LATAM League Bundle)*  
**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;** *Forbes & 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)*